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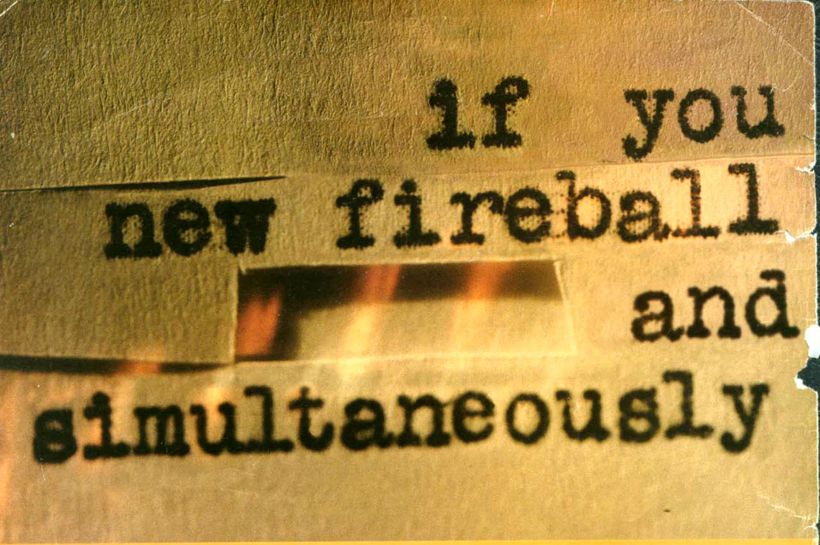
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SUPER MARIO RPG LEGEND OF THE SEVEN STARS
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PLAYER'S GUIDE

There are tons of secrets around a place like Nintendo. There are security guards, computer passwords, identification badges, paper shredders - the whole works. All to keep the critical info. very, very classified. • But there is one place where a few things slide. And that's down to the writers at Nintendo Power. Nobody gets more comprehensive game reviews, previews and information on Nintendo 64 than they do. • Except you, if you become a subscriber. • For just *$19.95 a year, you can pick up 12 issues of Nintendo's most

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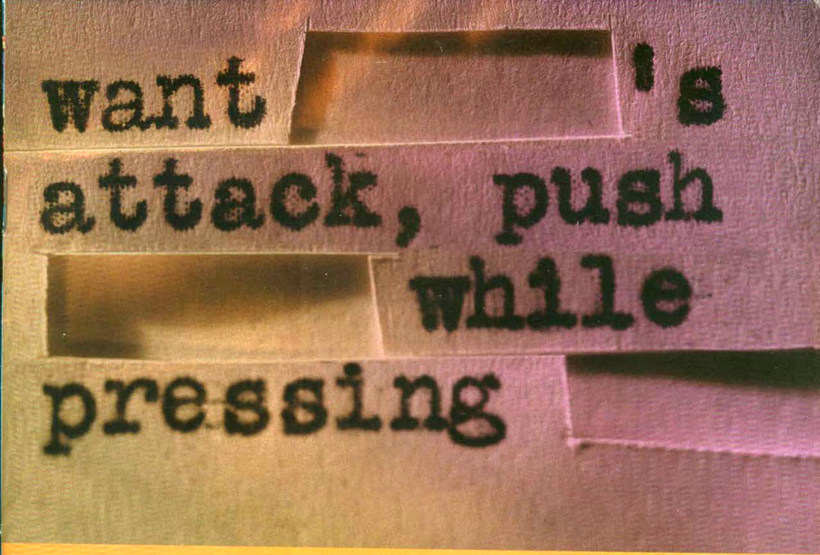
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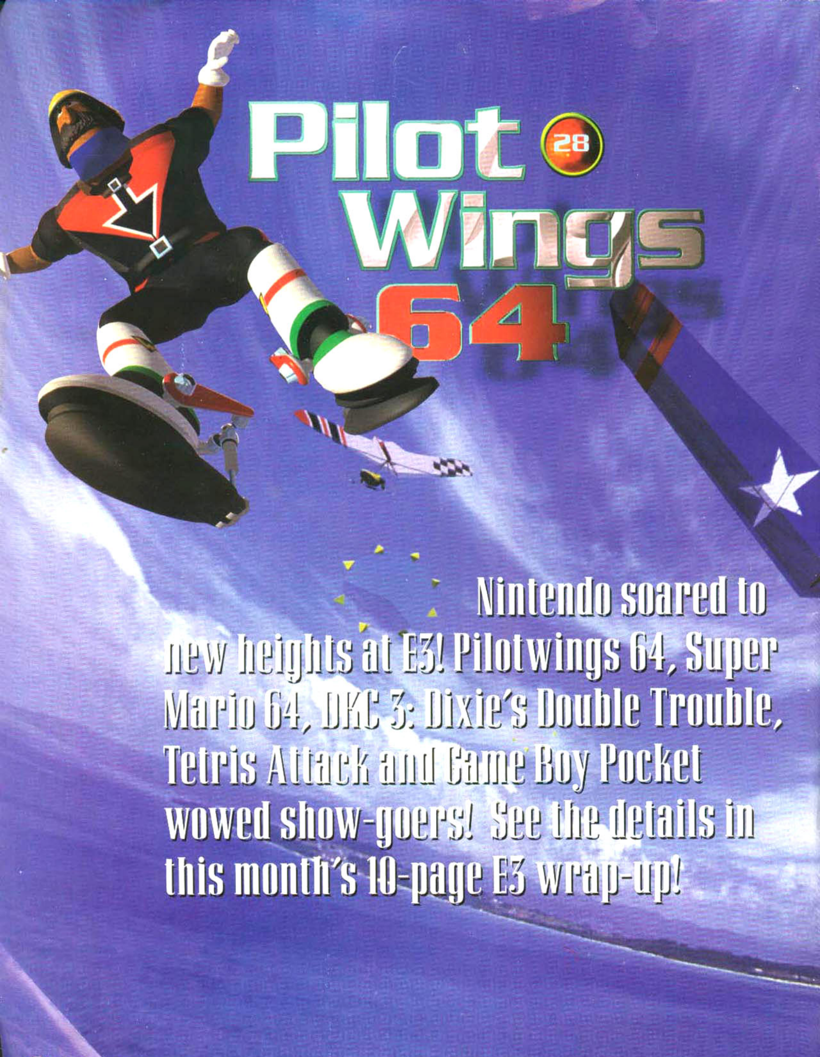

Nintendo soared to new heights at E3! Pilotwings 64, Super Mario 64, DKC 3: Dixie's Double Trouble, Tetris Attack and Game Boy Pocket wowed show-goers! See the details in this month's 10-page E3 wrap-up!

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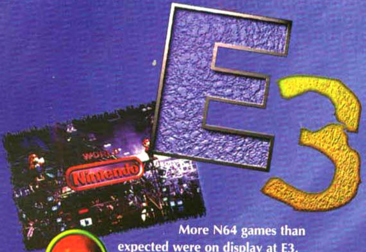

10

More N64 games than expected were on display at E3, and some great 16-bit games debuted, as well. Get the scoop in our E3 update.

MEET THE MARIO CHALLENGE!

get on the trampoline. It'll only cost 30 coins. The high score is 60 coin(s).

Super Mario RPG has mini-games galore, and this month we're challenging you to top our best efforts. Go for it, starting on page 54.

54

IRON MAN/X-O MANOWAR IN HEAVY METAL

70

A rift in time has Iron Man and X-O Manowar teaming up to battle baddies from two dimensions in Acclaim's new action title.

PLAYER'S PULSE

Read all about it! Nintendo Power readers report breakthroughs in the fields of earthworm anatomy and robot science! Made any discoveries of your own? Forget the guys who give out the Nobel Prize. Write to Power instead!

GRRR...
PLAY IT LOUD!
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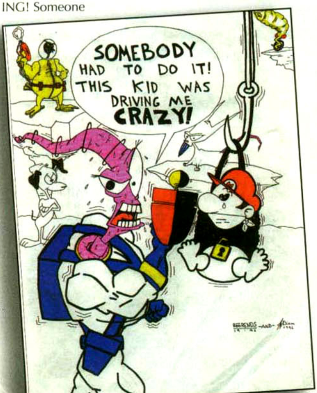
Players Pulse
P.O. Box 97033
Redmond, WA
98073-9733

Brain? Brain? Where's the Brain?

Today in ecology class our teacher was showing us a cross section of a worm. Pretty gross stuff if you ask me, but hey, that's ecology. I see that big part where Earthworm Jim's neck should be. You know, that sort of bulge. Then I see that the brain and the hearts and everything...ARE ON THE OTHER END OF THE BODY! All the nerve cells end at the bulge! In other words, THE END WITH JIM'S HEAD IS COMPLETELY WITHOUT FEELING! Someone could chop it off and he wouldn't even notice! Personally I don't care, but the guys at Shiny should do a bit of research on the next animal they make a game after. I know Jim mutated, but switching around his entire internal anatomy is a bit much.

Andrew Fraticelli
via the Internet

Deucedly clever of you to figure this out, Andrew, but aren't you overlooking the bioengineering capabilities of Jim's super spacesuit? Not only does it rearrange his innards like so much patio furniture, but it gives him Elvis-like sex appeal for wooing and winning Princess What's-Her-Name. We're certainly glad that Jim has devoted his amazin' powers to niceness and honor instead of rottenness and cheating at tiddlywinks!


SOMEBODY HAD TO DO IT! THIS KID WAS DRIVING ME CRAZY!

Check Out the Layout

I have purchased several issues of Nintendo Power on the newsstand and am writing to comment on the new layout. I am glad that Nintendo Power has chosen to move on to something new. I just can't see reviews of up-to-the-minute technology such as the N64 in a magazine that has hardly changed at all in its history. The expanded Player's Pulse is an excellent choice. I've noticed that the letters either make people happy or get them all worked up, and that gets everyone involved.

Brian Ross
Brampton, Ontario

Cool, Awesome Letter

My favorite part of your magazine is actually your Player's Pulse. It is interesting to read the opinions, comments and ideas that gamers everywhere are inputting. Your readers don't sound like a bunch of video-game playing kids saying everything is "Cool!" or "Awesome!," but like a bunch of video-game playing kids who are serious about what's going on in the entertainment world.

Vivian Kim
via the Internet

Power Up Pulse

I think you should expand the Player's Pulse section because I love reading all the letters people send in. I also like looking at the envelope art.

David Roberts
Portage La Prairie, Manitoba

Playin' Them Online Blues

Please don't continue the excessive Internet and America Online coverage. The interviews and profiles of those NOA online jocks was very boring indeed, being totally irrelevant to the subject of Nintendo Power.

Justin Doucette
via CompuServe

Shout It Out Loud

Kudos on the "Livin' in the Loud House" article (Volume 84). Big plus.

Chris Wilhelm
Eugene, Oregon

Zowie for Zelda

Through the years, one of my favorite series of games has been The Legend of Zelda. I loved A Link to the Past the most. I would like to suggest that Nintendo of America take the first two games that were released on the NES and re-release them on one game pak for the

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Super NES, as was done with the Super Mario games in Super Mario All-Stars. Secondly, I think a sequel to A Link to the Past for the Super NES might be nice. I also would like to compliment the re-release of A Link to the Past, especially at the low, low price of $34.99. Shigeru Miyamoto is a genius. I will be in anticipation of a new addition to the Zelda series.

David Herman
New York, New York

Thanks for the rave, David. We'll pass it along to Mr. Miyamoto. Yes, you can expect more adventures of Link! Now that Mr. Miyamoto has put the finishing touches on Super Mario 64, he's gearing up for Zelda 64.

Zonkers for Zelda

I have been loyal to the Nintendo name for seven years and until now have had only one problem. I couldn't get The Legend of Zelda: A Link to the Past last year when I got my Super NES because they weren't making the game anymore. Then in my latest issue of Nintendo Power (Volume 84) a glimmer of light erupted from the pages. There in Pak Watch I saw that the game I have been hunting for is being re-released!!! Praises to Nintendo, they hath not forsaken me.

Brian Lowe
via the Internet

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Line Driver

I really like the way you occasionally review a classic (as in Nintendo's re-release of Super Mario Kart and The Legend of Zelda: A Link to the Past). It puts the new games up against an older, enduring classic. I finished Final Fantasy III a few days ago, and I must say I LOVE it. I was hooked. But I also got snagged, and when I did, I took advantage of your Power Line. It was well organized and when I called for the second time, I was able to fly to where I was going because I knew which numbers to push.

John Demma
Brewerton, New York

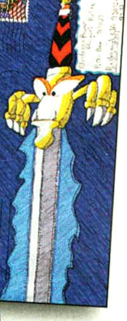
Nintendo Power
P.O.BOX 97033
Redmond, WA
98073-9733
Yoshi's Island
Wet Paint

TALES OF PHANTASIA

N64 Coverage Kudos

I have just recently subscribed and I want to say that your N64 coverage has been excellent, and the continuing articles (such as Shadows of the Empire) are excellent. Of the other two mags that I subscribe to (EGM and Next Generation), you were the only one who knew what Creator was really about. I'm REALLY interested in more info on that game, it sounds great!

Trevor McCauley
Westminster, Maryland



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POWER CHARTS

There's a logjam of top-notch games atop the Power Charts this month, with Mario and pals nudging Diddy and Dixie from the number one spot—for now. Meanwhile, Kirby's latest adventure bounces on to the Game Boy charts. For more on the world's favorite creampuff, check out the preview of Kirby Super Star in this volume!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO RPG	Nintendo	2	3
2	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	9
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	4	54
4	CHRONO TRIGGER	Square Soft	6	12
5	FINAL FANTASY III	Square Soft	7	19
6	KILLER INSTINCT	Nintendo	3	13
7	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	9
8	DONKEY KONG COUNTRY	Nintendo	8	21
9	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	10	2
10	SUPER MARIO KART	Nintendo	11	39
11	EARTHWORM JIM 2	Playmates	13	9
12	SUPER METROID	Nintendo	12	27
13	SECRET OF EVERMORE	Square Soft	—	9
14	FINAL FANTASY II	Square Soft	14	44
15	OGRE BATTLE	Enix	18	7
16	BREATH OF FIRE II	Capcom	17	3
17	CIVILIZATION	Koei	—	3
18	MORTAL KOMBAT 3	Williams	—	8
19	MEGA MAN X3	Capcom	15	5
20	EARTHBOUND	Nintendo	—	12

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO RPG
3. CRUIS'N USA (N64)
4. KILLER INSTINCT (N64)
5. SHADOWS OF THE EMPIRE (N64)
6. DOOM (N64)
7. X-BAND MODEM
8. DRAGON QUEST VI
9. MORTAL KOMBAT TRILIOGY (N64)
10. MISSION: IMPOSSIBLE (N64)

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	39
2	DONKEY KONG LAND	Nintendo	3	18
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	2	45
4	DONKEY KONG	Nintendo	9	23
5	METROID II: RETURN OF SAMUS	Nintendo	4	55
6	ASTEROIDS/ MISSILE COMMAND	Nintendo	—	3
7	WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	24
8	KILLER INSTINCT	Nintendo	6	7
9	GALAGA/GALAXIAN	Nintendo	—	7
10	KIRBY'S BLOCK BALL	Nintendo	NEW	1

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	1	9
2	MARIO'S TENNIS	Nintendo	2	9
3	3-D TETRIS	Nintendo	—	2
4	GALACTIC PINBALL	Nintendo	3	8
5	MARIO CLASH	Nintendo	4	7

TOP 5 TV-BASED GAMES

These couch-potato classics are guaranteed to cure those summer-rerun blues. Be sure to put down the remote long enough to vote in the Player's Poll Contest!

1. AAAHHH!!! REAL MONSTERS (VIACOM NEW MEDIA)
2. SCOOBY DOO MYSTERY (ACCLAIM)
3. LOONEY TUNES B-BALL (SUNSOFT)
4. STAR TREK: STAR FLEET ACADEMY (INTERPLAY)
5. ANIMANIACS (KONAMI)

LETTERS, CONTINUED...

He Just Keeps Going and Going ...

One day, I was home playing Nintendo when I got one of my bright ideas, you know, the kind that usually backfire. I looked over at my R.O.B. (Robotic Operating Buddy) and decided to make him mobile. As you can see, I mounted him on an old remote control car. All I need to do is flip the on/off switch on R.O.B. and he goes about 30 feet. I can even control him using Gyromite, the NES game that works with R.O.B. I have been working on steering for him, but so far I have been unsuccessful. I haven't thought of a name yet and maybe you guys could name it. I got this crazy idea from your article on "Nintendo Times: Ten Years of NES History" in Volume 78 in which you had R.O.B. doing different things in history.

Dave Rubarsky
Clinton, Connecticut

Knocks on Nominations

I would like to say that I love your magazine, but it does need small improvements. For example, I loved your comics. I would automatically flip to them as soon as I got my Nintendo Power. About the '95 Nintendo Power Awards, basically I agree with most of your choices for nominees, but one thing I totally disagree with was in the category of Best Hero/Heroine you nominated Boogerman instead of somebody from Chrono Trigger like Crono or Marle. They're easily cooler than Boogerman. Other than that I liked choosing the awards.

Terence E. Omelan
Winnipeg, Manitoba

Ancient Arena

I think Arena looked better the way it was done before, like in Volume 76.

Brian Ellis
Inglewood, California

Let the Games Begin

The Arena? The only thing that I can say is WOW! It looks 3X's better than the original. The only problem is that I like sports games. So if you could, could you put games like NBA Jam Tournament Edition and Ken Griffey Jr. baseball in the Arena!

Gary Baxter
North Judson, Indiana

Check out this month's Arena, Gary, for a home run derby with Ken Griffey Jr.'s Winning Run.

Suggestions

This mag kicks butt! I myself am a new subscriber to Nintendo Power and do not regret my decision to get a subscription. I think that this magazine has come a long way since it first came out. (I should know, my brother used to have a subscription.) I especially like the articles on games to come, and am looking forward to the release of the N64. I only have a few minor suggestions. (1) Classified Information is great! Since you have something great, expand it. Make it bigger! (2) I see no need for the Arena, a place where people can brag about their high scores. That makes us not-as-good gamers feel somewhat put down, which brings me to my point—dump the Arena.

Zach DuBord
via the Internet

Since you're on the Net, Zach, check out our new Classified Information Code Bank. You can read all about it right in this here issue. As for Arena—hey, it's as much about challenging yourself as it is about beating others. And everyone wants to become a better player!

Mooning over Manila

I like the staples instead of the glue binding, and I wish that you'd bring back both the manila folder background for Classified Intelligence and the comics.

Mart Kuhn
Princeton, New Jersey

WRITE AWAY RIGHT AWAY!

What news out of E3 grabbed your brain?
Let the world know what you're looking forward to.
Drop us a line!

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Also:
News about hot new games, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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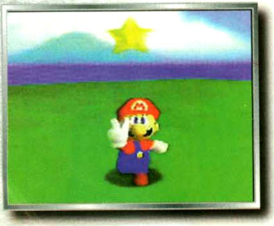
E3
ONLY THE BEGINNING

"The wait is over. Now the world can really see what we have known for awhile...the real power of the N64!! This is only the beginning!"

Ken Lobb, Nintendo Product Manager



THE SECOND COMING OF MARIO

Mario came to life like never before: running, jumping, performing handstands and back flips, swimming, flying and laughing with delight. The little plumber from Brooklyn who had charmed the world for so long was no longer just a couple of moving sprites crossing a flat background. On the Nintendo 64's North American debut at E3, Mario seemed to breathe in the three dimensions of his new home, and the gaming world stood in awe. By all accounts, Super Mario 64 stole the show, setting the stage for the September 30th launch of the Nintendo 64 in the United States and Canada. But that is just the beginning. In the following pages, you'll share in the E3 experience and taste the future of video gaming.

E3: THE PLACE TO BE

L.A. is known as the place where things begin. Trends. Fads. Lifestyles. Entertainment. If it's new and exciting, it was probably discovered in L.A. Add to the list the discovery of the real next generation of gaming courtesy of Nintendo's N64. The machine that began life three years ago as Project Reality became a reality to more than fifty-thousand people at E3. The press lapped it up like parched desert explorers who have stumbled upon a giant snow cone. It was no mirage. At Nintendo's press conference, the people who play games for a living gasped and cheered and applauded. It was unusual behavior for this cynical bunch. So what was the big event? Casually, two of Nintendo's game evaluators sat on the edge of the stage and performed feats never before seen on any video or arcade game. The N64 proved itself to be everything Nintendo and Silicon Graphics had promised it would be. The wait was over. The fun machine had arrived.

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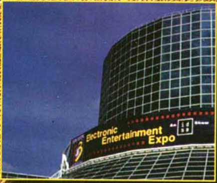
PASSPORT TO E3

Welcome to the show.



WORLD
Nintendo

Hang out with Mario and Miyamoto.

Super Mario 64

MIYAMOTO SPEAKS

In many ways, this E3 was the culmination of a dream for Nintendo's revered game designer, Shigeru Miyamoto. With the completion of Super Mario 64, he realized the dream that spawned the creation of the Nintendo 64. Without his vision of what a 3-D game should and could be, there probably never would have been a Project Reality and an N64. Miyamoto seemed relaxed and happy in the spotlight when he addressed hundreds of on-line fans in a Nintendo Power Source auditorium event. Here's what he had to say:

Question: Hey Mr. Super Mario Man, Will there be a Yoshi in Super Mario 64?

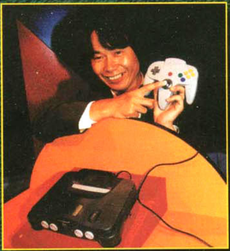
MrMiyamoto: A special tip for on-line users only: Yes, he should be in there somewhere, but if you just play like an average player, you won't find him. You'll have to keep playing hard to find Yoshi!

Question: How did you get into designing games?

MrMiyamoto: It's a very long story. I wanted to make something that surprises people. I didn't know what it would be, but I chose Nintendo because I thought it was a company that would be able to make my dreams come true. It was just coincidence that video games became popular a few years after I joined Nintendo. [Coincidence? Doubtful. Mr. Miyamoto's first game, Donkey Kong, became an overnight hit in the arcades.]

Question: Mr. Miyamoto, how many megabits is Mario 64 (uncompressed that is)? It looks soooo cool!

MrMiyamoto: The physical size of the memory chip is 64 megabits. But with compression technology, more that twice that can be stored in Super Mario 64.



Question: How many worlds does Mario 64 have?

MrMiyamoto: The official number is 15, but besides that there are an extra 10 worlds or so, including Bowser.

Question: How does Mario 64 work as a 3-D game from a second person perspective?

MrMiyamoto: That's a good question. This is actually the first real 3-D action game. We had to think very carefully about what to do with the camera. Finally, we decided to include several options. Ordinarily, you can play with the second person's eye view. In the new Mario game, Lakitu holds the camera for you. You can change the camera angle and play the game from Mario's viewpoint or from a distance from Mario. The idea is that you can manipulate the camera to play the different stages most effectively. Or you can just have fun moving the camera around and seeing different things.

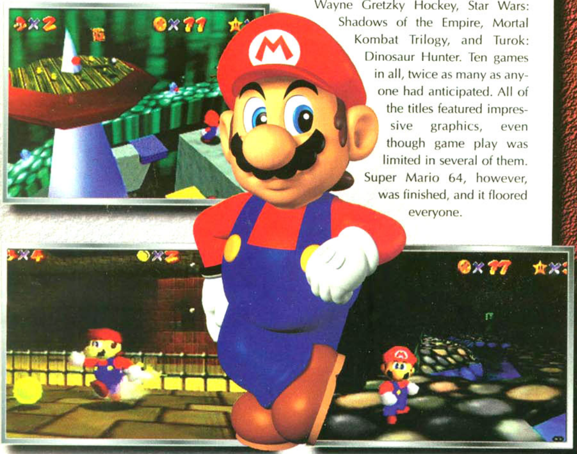
Mr. Miyamoto's final message: Buy the Nintendo 64! :-) We wanted to create something quite new, not simply a modified or improved version of old games. Although we are using established titles, the content is quite different.

A MAGIC KINGDOM

They call them booths, but the corporate display areas of the big video game companies and publishers are more like miniature theme parks. Nintendo of America's booth surpassed them all in size, excitement and flash. At 46,687 square feet, the Nintendo booth boasted multiple levels, a vast Nintendo 64 arena with a sweeping entrance ramp and a 60 by 20 foot display screen. Sixty-four N64 consoles commanded the attention of visitors to Nintendo's booth and several third-party publishers including Williams and Acclaim. Beyond the crush of the N64 area, you could chat with a puppetronic Mario or Wario, check out the slim, new Game Boy Pocket, or try upcoming hits for the Super NES. You could even get a lesson in how video games are made, demonstrated by the DigiPen school of computer game design. Some people dined in Cafe Luigi while others nearby feasted on the ACM graphics of Ken Griffey Jr.'s Winning Run and Donkey Kong Country 3: Dixie's Double Trouble for the Super NES. Diehard puzzle fans staked out their territory at the Tetris Attack stations, mesmerized for hours on end. There were new games for Virtual Boy and Super Game Boy and new interactive displays that will let you play N64 games in the store. And if you wanted all the news from the show all at once, you could stop by and chat live with Nintendo Power Source's three on-line cyberjocks: NOA Paul, NOA Amy and NOA Travis.

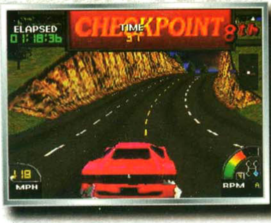
64 BITS OF FUN

Last month, Nintendo Power gave you the first in-depth look at many of the initial games for the Nintendo 64. Even then, we didn't know which games would be playable on the floor at E3. The final decisions were made in the last few days leading up to the show and the final play list was as follows: Super Mario 64, Pilotwings 64, Blast Corps, Wave Race 64, Cruis'n USA, Killer Instinct 64, Wayne Gretzky Hockey, Star Wars: Shadows of the Empire, Mortal Kombat Trilogy, and Turok: Dinosaur Hunter. Ten games in all, twice as many as anyone had anticipated. All of the titles featured impressive graphics, even though game play was limited in several of them. Super Mario 64, however, was finished, and it floored everyone.



SAY CHEESE!

WHO'S DEVELOPING NOW?

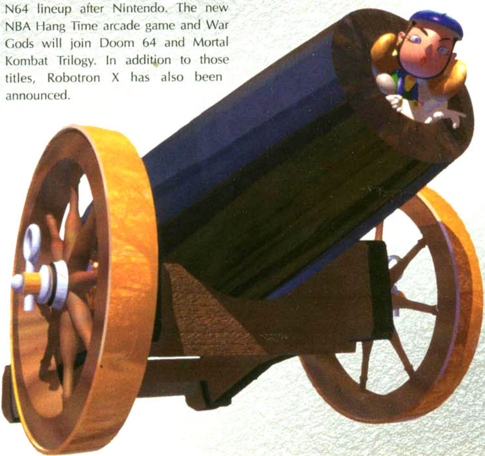


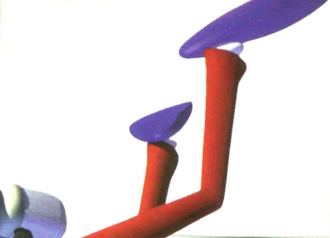
Some of the biggest news at E3 concerned third party publishers announcing that they will develop games for the Nintendo 64. Headlining this group is Interplay, which will bring a new version of the PC action hit, Descent, to the 64-bit platform. Brian Fargo, the president of Interplay, stated, "Nintendo is clearly leading the way into the next generation..." In the past, Interplay has done some leading on its own, creating some of the most innovative games for the Super NES, including Rock 'N Roll Racing, The Lost Vikings and Blackthorne. Although Interplay hasn't decided which titles will follow Descent, the company plans to look at all of its properties including its new line of VR Sports games and a project in the early stages from Shiny Entertainment, the developer of Earthworm Jim 2.

Williams Entertainment announced additional N64 titles, giving it the largest N64 lineup after Nintendo. The new NBA Hang Time arcade game and War Gods will join Doom 64 and Mortal Kombat Trilogy. In addition to those titles, Robotron X has also been announced.

Just after the show, Kemco showed us some early, hi-res animation from Top Gear Rally for the Nintendo 64. The original Top Gear games gave Super NES players some of the hottest road action in 16-bits. For 64-bit action, TG Rally promises more thrills. The game design includes options for customizing tracks, cars and weather conditions. How big is this news? The Alias animation looks better than Daytona USA in the arcade, that's how big.

GT Interactive, a new player in the video game development scene, is gearing up to make several games for the N64, including Ultra Combat. This game is being developed by Software Creations and features futuristic 3-D helicopter and tank battles. The views we have seen include cool vehicles blowing up cities...what could be better than that?





In overseas news, Capcom reported that its Japanese developers now have N64 development kits and that in-house teams have begun planning for their first title, which remains unnamed at this time. Other Japanese companies known to have development kits include Enix, Konami, Koei and Tecmo. About 80 games are in some stage of development in Japan alone. Furthermore, virtually every third-party licensee we met at E3 was itching to start N64 development, and most already had taken the initial steps to get pre-approval from Nintendo.

THE LIST

The following list of announced N64 games doesn't include the titles now in development in Japan by third party publishers, many of which will be available in North America in the future.

Super Mario 64	**Nintendo**
Pilotwings 64	**Nintendo**
Legend of Zelda 64	**Nintendo**
Wave Race 64	**Nintendo**
Super Mario RPG 2	**Nintendo**
Blast Corps	**Nintendo**
Goldeneye 007	**Nintendo**
Body Harvest	**Nintendo**
Star Fox 64	**Nintendo**
Star Wars: Shadows of the Empire	**Nintendo**
Super Mario Kart R	**Nintendo**
Kirby's Air Ride	**Nintendo**
Cruis'n USA	**Nintendo**
Tetrisphear	**Nintendo**
Buggie Boogie	**Nintendo**
Ken Griffey Jr. Baseball	**Nintendo**
Killer Instinct 64	**Nintendo**
Doom 64	**Williams**
Wayne Gretzky's 3-D Hockey	**Williams**
Mortal Kombat Trilogy	**Williams**
NBA Hang Time	**Williams**
War Gods	**Williams**
Robotron X	**Williams**
Turok: Dinosaur Hunter	**Acclaim**
Descent	**Interplay**
Ultra Combat	**GT Interactive**
Top Gear Rally	**Kemco**
FIFA Soccer	**EA Sports**
Monster Dunk	**Mindscape**
Robotech: Crystal Dreams	**Gametek**
Mission: Impossible	**Ocean**
Freak Boy	**Virgin**

SUPER NES KEEPS ON ROLLING

With all the talk about Nintendo 64 games, you may think that the world lost sight of the Super NES. Not so. In fact, several of Nintendo's 16-bit games were the best in their category. Ken Griffey Jr.'s Winning Run sent the competing 32-bit baseball games down to the minor leagues and Tetris Attack was the standout puzzle game of the show. Donkey Kong Country 3: Dixie's Double Trouble introduced a funky new Kong character while pushing Rare's ACM graphics even further than DKC 2. The rendered graphics of Super Mario RPG: Legend of the Seven Stars also shined, but it was the mix of adventure and action in this game that made it one of the most involving on the show floor. Kirby Super Star rounded out the fall lineup from Nintendo, featuring a total of nine games in 32-megabit Game Paks.

FALL LINEUP

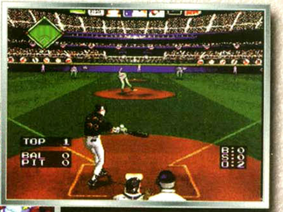
- **Donkey Kong Country 3: Dixie's Double Trouble**
- **Kirby Super Star**
- **Ken Griffey Jr.'s Winning Run**
- **Super Mario RPG**
- **Ultimate Mortal Kombat 3**
- **NBA Hang Time**
- **Marvel Super Heroes in War of the Gems**
- **NHL '97**
- **Madden NFL '97**
- **Power Rangers Zeo: Battle Racers**
- **College Football USA '97**
- **War 3010: The Revolution**
- **Ms. Pac-Man**
- **Arcade's Greatest Hits**
- **Brunswick's World Tournament of Champions**
- **Mr. Do!**
- **PGA European Tour**
- **Disney's Pinocchio**

Williams and T•HQ were the other two big Super NES publishers. Ultimate Mortal Kombat 3 and NBA Hang Time headlined for Williams. The arcade king also plans a collection of older arcade classics entitled Arcade's Greatest Hits and one of the smash hits of the 80's, Ms. Pac-man. Both of these Paks will have low price points so they can compete with discounted games.

T•HQ plans to continue sub-licensing titles from EA Sports, Disney Interactive and other major developers. They have firm plans to publish Mr. Do!, PGA European Tour, NHL '97, College Football USA '97 and Brunswick's World Tournament of Champions bowling game, which has been resurrected. T•HQ also is looking at Super NES games that have been completed for Japan or Europe, so the big news may still be on the way.

Our first play-test of Capcom's Marvel Super Heroes in War of the Gems met with approval. The five super heroes include Spider-Man, Iron Man, The Hulk, Captain America and Wolverine. You use one super hero per mission, so the trick is to choose the hero who has the best super power for that stage.

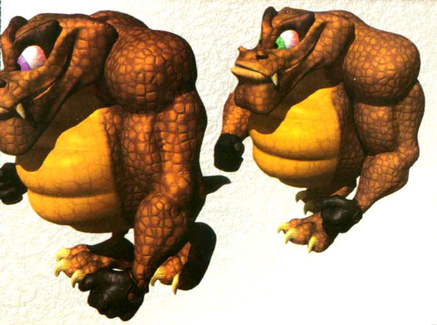
Several Titus games that have been shown previously have now been completed. These include Relm, Whiz, Oscar and Prince of Persia.

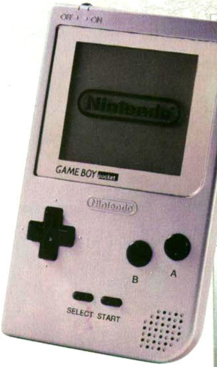


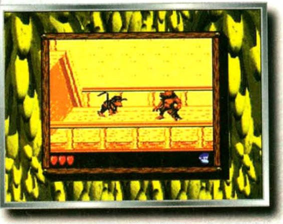
109/112
142/142
152/154

KIRBY
KIRBY

TETRIS ATTACK
KIRBY SUPER STAR







GAME BOY IN YOUR POCKET

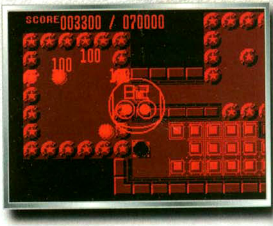
The most portable portable video game system in the world turns out to be even more portable now that Nintendo has introduced Game Boy Pocket. This sleek new Game Boy measures about 30% smaller in volume and half the weight than the classic Game Boy, but it retains the same size screen and it works with all Game Boy Game Paks. In addition to the slim lines, Game Boy Pocket has a new black and white LCD screen with sharper resolution and a matte silver finish. It is powered by two AAA batteries, which will last for about 10 hours of game play. And what can you play? To date, there are over 430 Game Boy titles, and more hits are on the way, including several listed here. Even with 48 million Game Boy units already sold, the system continues to sell more than a million units each year in North America alone. Available this September for $59.95, Game Boy Pocket should keep the tradition alive.

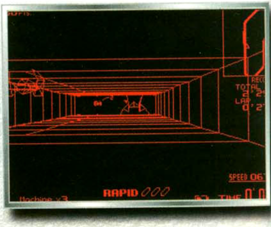
IN THE POCKET

If you wanted to try out any of the new Game Boy titles at E3, you got the chance to do so on the new Game Boy Pocket system. The biggest titles came from Nintendo and included Donkey Kong Land 2: Diddy's Kong Quest, which is the Game Boy version of DKC 2 for the Super NES. Rare Co. Ltd. used the same ACM techniques to create the 3-D look of the graphics. Digger, from Nintendo, features puzzle room play similar to that found in The Adventures of Lolo. Tetris Attack for Game Boy also debuted. T•HQ continues to sub-license hot Game Boy titles from companies such as EA Sports and Disney Interactive. Coming up from EA Sports are Madden '97 and FIFA '97. From Disney Interactive, look for Disney's Pinocchio. T•HQ will also release a dual Pak featuring arcade classics, Battlezone and Super Breakout.

VIRTUAL BOY

The biggest news for Virtual Boy was a lower manufacturer's suggested price of $99.95 and software prices ranging from $29.95 to $39.95. Nintendo also showed off two new Virtual Boy games for the first time in North America: Dragon Hopper and Bound High. Both games have involving play and use the unique 3-D capabilities of the Virtual Boy 32-bit video game system.





POWER SOURCE KEEPS MOVING ON

One year ago at the first E3, Nintendo Power Source debuted on America Online. In the past twelve months, Power Source has grown from an electronic version of Nintendo Power magazine into one of the most interactive sites in cyberspace, with nearly one million visits per month. Besides seeing all the latest screen shots of Nintendo games and getting breaking news practically before it's made, Sourcers hang out every day in the Loud House and talk games with each other and Nintendo's three cyberjocks. To celebrate one year of life on-line, NOA Paul, NOA Amy and NOA Travis took the long road to E3 from Redmond, Washington. Traveling by van with NOA Geoff (the revered head of Power Source), the cyberjocks headed south to L.A., stopping in major cities along the way for press interviews, pranks and fun. The NOAs even visited Hedgehog Heaven in Redwood City where they left their calling card. When they reached E3, the NOAs set up their computers at the Nintendo Power booth where they chatted live throughout the show to the thousands of Sourcers who couldn't be there. Power Source also featured auditorium events with Shigeru Miyamoto, Paradigm Simulations, and a panel of video game journalists who shared their views of the hottest games at E3. What were the hottest games? All of the panelists agreed that the N64 took the prize and that Super Mario 64 set a new standard by which all video games will be judged in the future. This was definitely Nintendo's show and it was good to have you stop by.

The cyberjocks cruised by van and kart from Redmond to L.A. Amy, Travis and Paul took their Power Source, on-line shows on the road, then reported live from E3.

THE PINK ONE IS BACK!

KIRBY
SUPER STAR

If you need proof that Nintendo is still committed to putting out the very best games for 16-bit fans, just wait until you play Kirby Super Star coming this fall for Super NES! You'll be awestruck by the huge variety of adventures that await our pink and pudgy pal in the world of Dream Land. And because you can play each level independent of the others, it's like having nine great Kirby games in one!

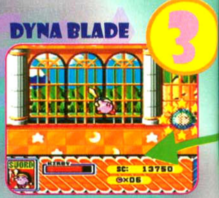
OUR HERO'S HOT NEW MOVES

Who says you can't teach an old hero new tricks? Besides being able to suck up baddies and then adopt their powerful personas, Kirby has learned how to turn these villains into useful sidekicks by spitting them back out. Not only can he keep his new pals going strong by sharing snacks, but best of all, Kirby can still power up by polishing off another enemy.

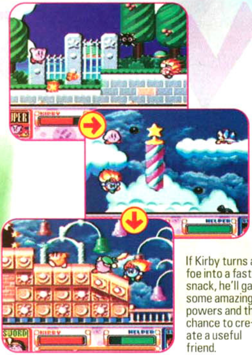
AN OLD STAR GETS A NEW SHINE

Whether you're a loyal Kirby fan or you're just discovering the rotund rascal for the first time, our roly-poly pal is going to wow you in this winning game. While classic Kirby fun can be found in several stages (with favorite foes like King Dedede returning, for example), the new graphics and game play make Kirby Super Star a shining standout in an already stellar series.

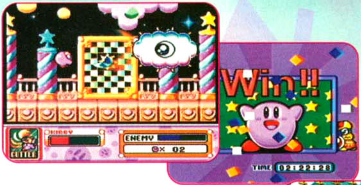
DYNA BLADE



A feathery foe is devouring all the crops in Dream Land, and Kirby must put a stop to the high-flying fiend. The Pink One will have to employ the help of some sidekicks if he hopes to defeat this oversized fowl.



If Kirby turns a foe into a fast snack, he'll gain some amazing powers and the chance to create a useful friend.



KIRBY
SC: 6150
×03

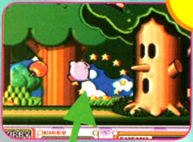
No matter how many Kirby games you've played before, you're going to be completely floored by the vast variety of adventure, game play, and fun to be had in our hefty hero's newest outing.

NINE GAMES IN ONE!

While the goal of saving Dream Land gives the entire game a cohesive theme, you're sure to love the fact that each level offers players a unique objective, multiple stages, and differing game play. To top it all off, the levels can be played in practically any order you choose! You'll start off with four different levels to choose from (plus two mini-games), and when you complete those, you'll have two more challenging levels to take on. When you finish them both, Kirby can head to the Arena, where he'll face off in battle against all the level bosses!

SPRING BREEZE

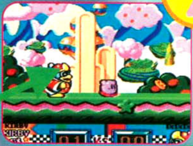
1



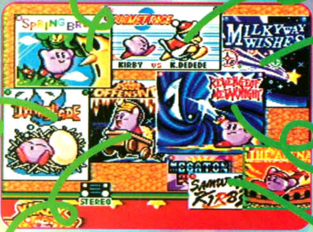
All the food in Dream Land has disappeared and Kirby must fight to prevent a widespread famine! Being one of the easier levels, it's a good place to start getting Kirby's foe-snacking skills into shape!

GOURMET RACE

2

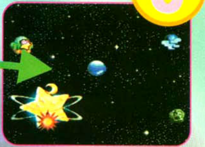


Put Kirby's bottomless pit of a tummy and his speedy feet to the test in a race against King Dedede! Luckily, you can practice running around this culinary crash course before taking on the king.



MILKY WAY WISHES

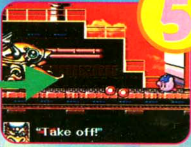
6



Dream Land's sun and moon seem to be having a squabble, so Kirby goes planet hopping in hopes of restoring peace among the planets. It's possibly the strangest stage in space you'll ever play!

REVENGE OF THE METAKNIGHT

5



Kirby soars skyward aboard the warship Halberd to take on the dreaded Meta-Knight and his wisecracking minions. Get ready for plenty of mechanized mayhem as you try to clip this warbird's wings!

THE GREAT CAVE OFFENSIVE

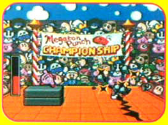
4

Our portly pal heads off on a treasure hunt where collecting loot is just as important as giving baddies the boot! Look for secret switches and hidden pathways that can lead Kirby to the precious plunder.

MINI-GAMES, BIG FUN

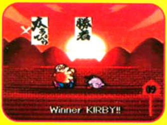
The two mini-games in Kirby Super Star prove that you don't need long levels and complex goals to have big fun. In fact, they're possibly the coolest, and simplest, sections of the game.

MEGATON PUNCH



All you need to land the perfect punch is a power meter, a pair of crosshairs, and a pendulum. Sounds a bit strange? It is! But believe us, once you start playing, you probably won't want to stop!

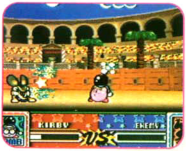
SAMURAI KIRBY



Nothing could be more fun than an old-fashioned fan fight! Simply stare down your opponent as you wait for that perfect moment to strike. No combo moves are needed, but you'd better have nerves of steel!

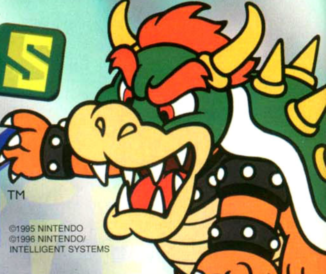
THE ARENA

No diehard Kirby fan will want to miss this final, and extremely difficult, level, which pits our pink hero and the pal of his choice against all the bosses in the game. You'd better master all of Kirby's cool moves!

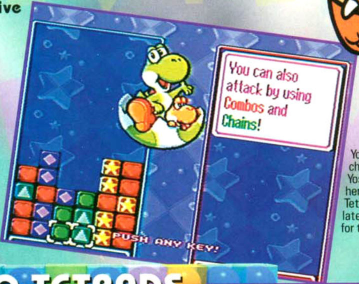


TETRIS ATTACK™

©1995 NINTENDO
©1996 NINTENDO/
INTELLIGENT SYSTEMS



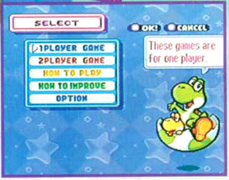
Stack 'em up or lay 'em flat, you'll need to move your blocks quickly to survive a Tetris Attack. Get ready for Nintendo's most mesmerizing puzzle game since Dr. Mario. Tetris Attack is a password-backed game of colorful columns and tiles for one or two players. Once you try it, you'll be hooked.


You can also attack by using Combos and Chains!

Yoshi and the characters from Yoshi's Island are here to play Tetris Attack, the latest puzzle rage for the Super NES.

NO TETRADS

While other Tetris games have pieces that require a perfect fit, Tetris Attack has blocks that need a perfect match. As colored tiles rise up from the bottom of the screen, you need to flip them laterally into rows and columns of three or more identical tiles. When this happens, the row or column you put together disappears. The game ends if the stack of tiles grows to the top of the screen.

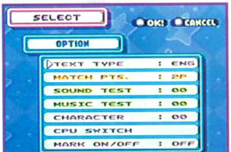


These games are for one player.

Not sure where you're going next? Yoshi provides a running commentary on the functions and purpose of every menu in the game.

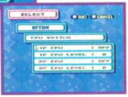
TONS OF OPTIONS

Customize your Tetris Attack game or just snoop around and have fun on the Option menu. There are more settings to tweak and twist than any other puzzle game around. Get tough and select from one of eight computer player difficulty levels, sample over 100 sound effects, browse through the thirteen character profiles (including their signature background music) or even switch the game text from English to Japanese.



TEXT TYPE : ENG
MATCH PTS. : 2P
SOUND TEST : 00
MUSIC TEST : 00
CHARACTER : 00
CPU SWITCH
MARK ON/OFF : OFF

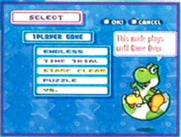
If a game isn't tough enough for you, try bumping up the computer player difficulty level on the Option menu.



1P CPU : OFF
1P CPU LEVEL : 0
2P CPU : OFF
2P CPU LEVEL : 0

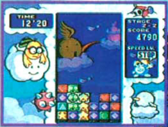
PLAY ALONE...

The One-Player menu has five different games for all levels and styles of game players. You can play the game fast and furious in Endless, Time Trial, Stage Clear or Vs. modes, or bide your time and carefully think out your next move in Puzzle mode. One-Player Vs. mode even has a story line about Yoshi's adventure to save his friends on Yoshi's Island. Endless, Time Trial and Stage Clear are similar to one another in format but offer enough variety to keep things interesting.

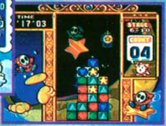

SELECT
● OK! ● CANCEL
1PLAYER GAME
ENDLESS
TIME TRIAL
STAGE CLEAR
PUZZLE
VS.

This mode plays until Game Over.

There's always something fresh to play in Tetris Attack. Choose from five different games in One-Player mode.


TIME 12'20
STAGE 2-2
SCORE 4790
SPEED LV.
STOP

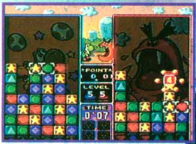
The action is fast in Stage Clear mode, where the object is to reduce the rising stack of tiles to the flashing Clear Line.


TIME 17'03
STAGE 6-10
COUNT 04

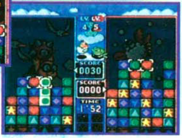
You can clear the tiles in Puzzle mode at a leisurely pace, but there is a limit to how many moves you can make.

...OR WITH A PAL

Two-player games include Time Trial and Vs. modes. In Time Trial mode you compete for the highest score, but in Vs. mode, you attempt to drop blocks on your opponent's tiles by linking chains and combinations of four or more tiles. Both two-player mode games feature a handicap option, allowing two players of different abilities to compete against each other head-to-head.


POINT
0 0
LEVEL
5 5
TIME
0'07

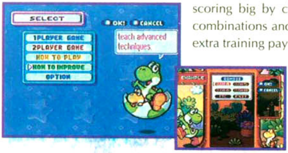
Dump a block or two on your opponent by linking four or more identical tiles horizontally or vertically in the Vs. game.


LV LV
4 5
SCORE
0030
SCORE
0000
TIME
1'52

Time Trial mode is a race for the highest score. Players have two minutes to clear as many tiles from the screen as possible.

HOW TO IMPROVE

Tetris Attack also features a user-friendly, How To Improve menu. If you're looking for new techniques and strategies, take a quick, step-by-step lesson on methods for scoring big by clearing mountains of tiles with combinations and explosive chain reactions. The extra training pays off when you take on an opponent in a two-player match.


SELECT
● OK! ● CANCEL
1PLAYER GAME
2PLAYER GAME
HOW TO PLAY
HOW TO IMPROVE
OPTION
EXAMPLE

teach advanced techniques.

Take a lesson or two to improve your game skills and learn about complicated chains and combos in the How To Improve menu.

PLAY ONE GAME AND YOU'LL BE HOOKED

Tetris Attack is very easy to learn but requires time to master. Whether you're flipping tiles against the clock or another opponent, this game is so mesmerizing you'll find yourself begging for just one more match.

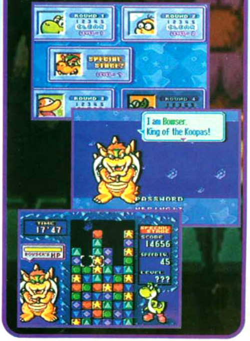
UNLIMITED CHALLENGE

With five different games in One-Player mode and exciting Vs. action in Two-Player mode, Tetris Attack has something for every puzzle game fan.

TIME 8'16
STAGE 2-4
SCORE 7134
SPEED LV.
STOP
TIME 8'56
STAGE 2-4
SCORE 7594
SPEED LV. 14
LEVEL 2

TAKE ON BOWSER

Stage Clear mode culminates in a battle with the King of the Koopas. Use combinations of four or more tiles or chain reactions to deliver your knock-out blow.


ROUND 1
CLEAR
ROUND 2
CLEAR
SPECIAL STAGE
ROUND 3
ROUND 4
PASSWORD
TIME 17'47
BOWSER'S HP
SPECIAL STAGE
SCORE 14656
SPEED LV. 45
LEVEL ???

I am Bowser, King of the Koopas!

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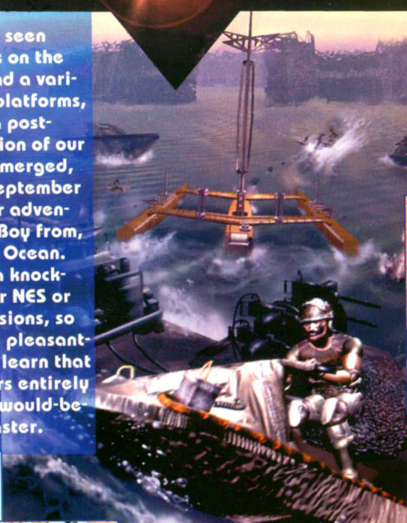
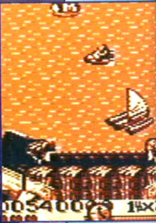
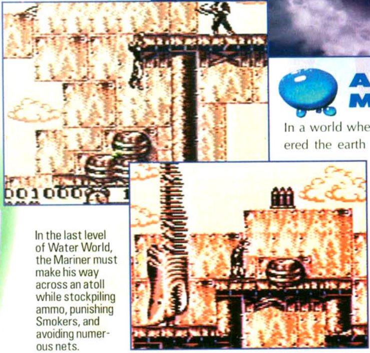
LTD & PAM Development.

WATERWORLD™

Having already seen popular success on the silver screen and a variety of gaming platforms, Water World, a post-apocalyptic vision of our fine planet submerged, will debut in September as a one-player adventure for Game Boy from, appropriately, Ocean. It's not simply a knock-off of the Super NES or Virtual Boy versions, so players will be pleasantly surprised to learn that this game offers entirely new levels for would-be-Mariners to master.







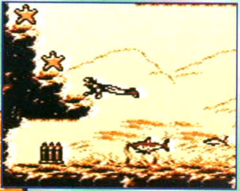
In the last level of Water World, the Mariner must make his way across an atoll while stockpiling ammo, punishing Smokers, and avoiding numerous nets.

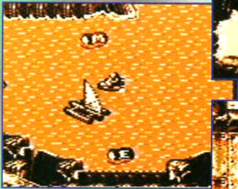
A Future World Mired in Misery

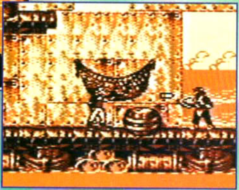
In a world where the melting polar ice caps have completely covered the earth in water, the remnants of humanity must struggle simply to survive. A savage band of Smokers terrorizes the high seas, dangerous creatures lurk within the ocean's depths, and a once thriving civilization lies ruined beneath the waves. In the Game Boy version of Water World, players take on the persona of the Mariner, a lone sailor whose ability to breathe under water gives him a leg up in these trying times. Even with his special talent, this game is not a quick paddle in the kiddie pool. The slightest mistake can lead the Mariner to a quick and watery grave.

A Lone Hero in a Sea of Troubles

The Mariner's mission begins with a swim in the sea, where submerged cities now lay host to dangerous predators. The aquatic hero must race the clock (as he will in all levels) while collecting ammo, energy hearts, and hordes of starfish. You'll gain an extra life for every 100 starfish you find—that is, if the ferocious fish and sharp-toothed sharks don't find you first! After all six undersea stages, you'll climb aboard the Mariner's trimaran for a trip around a maze-like atoll. Unfortunately, smooth sailing is not in the forecast, as Smokers try to sink your rig on sight. While avoiding the bobbing mines, sail over energy and ammo barrels to keep your boat afloat. Finally, in the most difficult series of stages in the game, you'll take off on foot in a race across the Smoker's aging atoll.



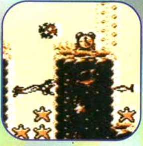


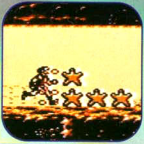


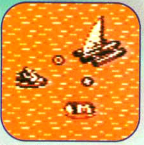
Swimming, sailing, and running are the main modes of play, but the Mariner has been known to climb undersea cliffs and swing on submerged lamp poles.

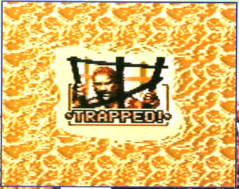
Smooth Sailing and Cool Control

While some may find the graphics in Water World a bit simplistic, the fine character control and the fluidity of the Mariner's movements make up for any visual shortcomings. You'll marvel at the way the Mariner can be precisely angled to avoid undersea obstacles, the life-like way he hauls himself up on a ledge, and how he uses a lamp pole to swing up to new heights. (He actually pumps his legs to gain greater momentum!) Only the sailing controls seem awkward at first, but after a few tries, boating is simply a breeze.

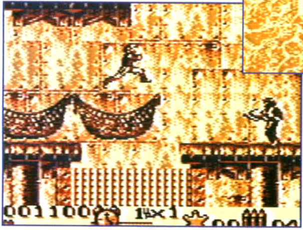


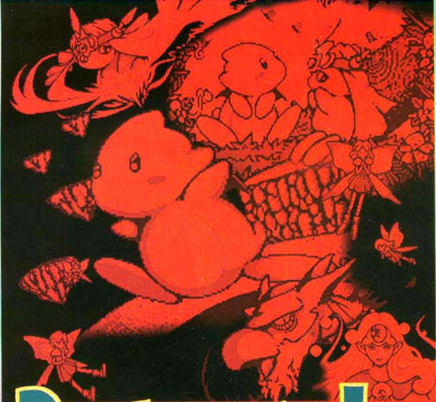






He may be a highly skilled hero, but a wasted bullet or misstep can lead the Mariner into a life of imprisonment in the punishing Water World!





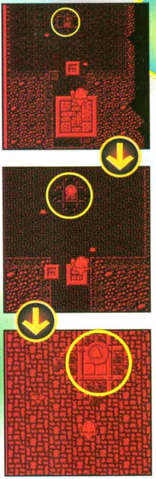
Dorin the Dragon Prince lived a happy life in the magical Kingdom of Celestia until the corrupt prime minister jailed his family. Pursued by soldiers, Dorin fled his home. As he ran away, he tripped and fell into a mysterious hole, landing in the Land of Faeron. Help him find his way back to the surface and save Celestia in Nintendo's Dragon Hopper, a battery-backed, 3-D adventure for Virtual Boy.

DRAGON HOPPER™

© 1996 NINTENDO/
INTELLIGENT SYSTEMS

VIRTUAL VERTIGO

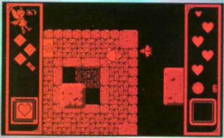
Hop up to a new perspective in Virtual Boy adventure games. Prince Dorin, a dragon with moves like a kangaroo, must scale seven airy, terraced worlds to return to his kingdom and rescue his family. Despite its challenging leaps and mazes, Dragon Hopper isn't a difficult game to finish. Since the game doesn't force players to build levels or spend hours trying to defeat a frustrating guardian, a few hard-core gamers might even finish their quest in one weekend. But the game has so many random spells and hidden areas that players won't be able to find all of them in a single game. It's a sure bet that many players will return to unite Dorin with his dragon family over and over again.



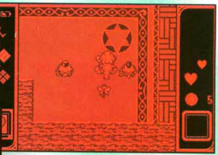
Dragon Hopper is a 3-D adventure game played on a multitude of maze levels. In the sequence of photos on the left, Dorin hops down a series of terraces to reach a jump platform on the ground floor.

JUMP UP AND GET DOWN

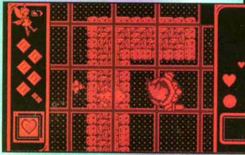
Even on a bad day, Dorin the Dragon can catch more air than an entire team of NBA all-stars. This is an important talent since all seven worlds in Dragon Hopper are crammed with staggered floors, tiny terraces and minuscule platforms. Jumping is the only way to get around. Dorin won't get hurt if he falls to the ground unless there isn't any to land on. You can't lose sight of your dragon if he trots beneath a platform: A user-friendly feature turns all of the upper floors transparent whenever Dorin walks beneath them, so you always have a view of the action. As you jump higher and higher, the floors far below gradually fade from view. But don't set your sights too high. Many hidden treasures can be found on the lowest floors of the mazes.



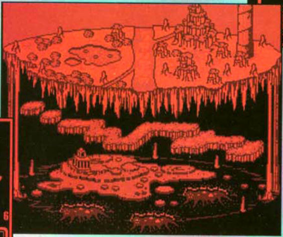
The large blocks in the foreground are actually stairs leading to a higher floor. Use Dorin's jumping skills to hop up blocks or stomp through floors. Nearly every maze has hidden coins or rooms.



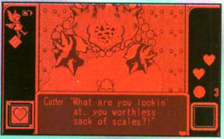
Each world has a hidden warp tile that teleports you to a magic shop. Here you can spend your hard-earned Star Coins on new spells or pay to play for the chance to win more money in a Bonus Room game.



If Dorin explores any areas beneath a higher platform, the overhead floor turns transparent. This user-friendly feature helps you identify and confront any enemies lurking nearby in the shadows.



Dragon Hopper has seven worlds filled with platform mazes. The leaps become more difficult as Dorin climbs up out of the Great Tunnel, crosses the plains of Earth and enters the Tower of Infinity.

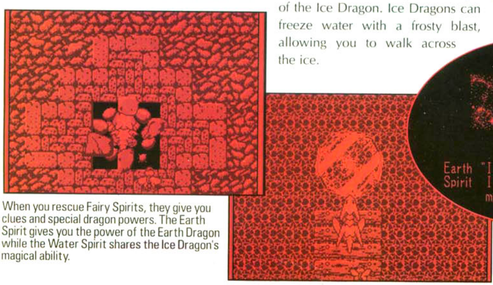


Cutter "What are you lookin' at, you worthless sack of scales?!"

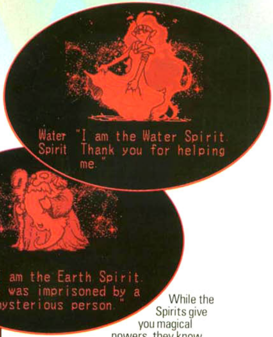
Cutter, the guardian of the Earth Level, is determined to take a slice of your life. Unlike most adventure games, Dragon Hopper lets players use a variety of attacks and tactics to dispatch major enemies.

THE FAIRY SPIRITS NEED YOUR HELP

Each time Dorin rescues a Fairy Spirit, he receives an elemental power. When you free the Earth Spirit from his prison in the Great Tunnel, he gives you the power to create a large earthquake that destroys enemies and crumbles weak floors. The Water Spirit is locked away in a rusty cage in the Earth Level. She can teach you the magic of the Ice Dragon. Ice Dragons can freeze water with a frosty blast, allowing you to walk across the ice.



When you rescue Fairy Spirits, they give you clues and special dragon powers. The Earth Spirit gives you the power of the Earth Dragon while the Water Spirit shares the Ice Dragon's magical ability.



Water Spirit "I am the Water Spirit. Thank you for helping me."

Earth Spirit "I am the Earth Spirit. I was imprisoned by a mysterious person."

While the Spirits give you magical powers, they know little about the powerful being that kidnapped them. The identity of the kidnapper will be revealed as you meet other creatures during your quest.

PILOTWINGS 64™

Greetings From Paradigm

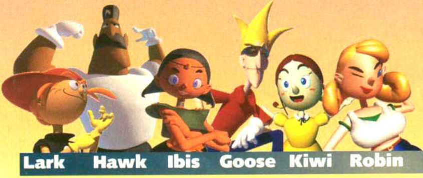
© 1996 Nintendo/Paradigm Simulations Inc.

When Pilotwings 64 took flight at E3, players of the original Super NES hit and the uninitiated alike lined up to take their turns at the controls of the N64 sequel. They formed lines as soon as the doors opened and continued to crowd around the display through closing. What they experienced, from first- and third-person perspectives, was interactive,3-D realism unprecedented in a video game—and it blew them away.

In some ways, Pilotwings 64's realism shouldn't come as a surprise. The game is a result of a collaborative effort between Nintendo and Paradigm Simulations Inc., which is known for its expertise in the flight simulation industry. When the masters of video game magic and the expert creators of flight sims combine their talents, the result is real fun, as those who sampled the game at E3 can attest.

But as impressive as Pilotwings 64's realism is—and it is impressive—what may really captivate players is the fun factor. Just as Paradigm's expertise is clearly evident in the game's flight mechanics, Mr. Miyamoto's touch is obviously there, too, in the elements that make it more than a flight sim: it's also a high-flying, thrilling adventure. As entertaining and challenging as it is to meet the mission goals in the different stages, it's just as intriguing to simply fly around lands that beg for exploration. This month, our mission is to take you on a reconnaissance of Pilotwings 64. This is an incomplete version of the game, so some details, such as the characters' names, might change. Even so, it's plain to see that it's going to be a blast. It's real fun that's really fun. So stow all electronic devices and bring your seat backs to their full, upright positions. Prepare for takeoff!

> **"Pilotwings 64 is a thrill-seekers's dream come true..."**
> **Henry Sterchi, Nintendo Product Evaluator**



The goal of Pilotwings 64 is to earn an aviator's license by mastering flight with three different vehicles. Aspiring pilots can choose from among five pilots-to-be, each with unique personal characteristics that affect the handling of the vehicles.

Hang Glider

The Hang Glider is the most graceful from of flight you can experience without actually being a bird (or Birdman). With it, you ride the air currents and wing effortlessly through the sky. When you begin to lose altitude, you'll have to find thermals—rising currents of warm air—to raise back up. When using the Hang Glider, you can take snapshots of interesting sights, and there are plenty of them. In fact, you can create a photo album to record your travels.

パイロットを選んでください
フーター

Rocket Belt

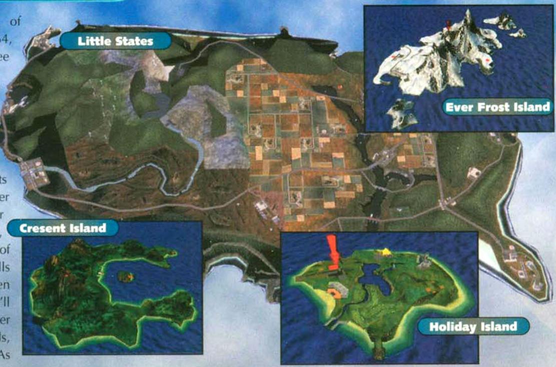
If you've ever dreamed of having your own, personal jet pack, the Rocket Belt is the vehicle for you. Unlike the Hang Glider, which puts you at the mercy of the air alone for altitude control, the Rocket Belt lets you turn on the burners to fly upward, then you can lay off the gas to let yourself float back down to investigate interesting objects or areas. You can hover and brake, too. It's independent air travel at its best!

Gyrocopter

The Gyrocopter is a hybrid flying machine, with characteristics of both plane and helicopter. It has propellers that control propulsion and direction, but it doesn't hover like a helicopter. You take off and land as you would in a plane, and you can set the Gyrocopter down on runways, roads, and even flat surfaces such as meadows so you can explore the surrounding area at ground level. One of the coolest things about the Gyrocopter is that you can fire missiles using the Z Button.

Aerial Views

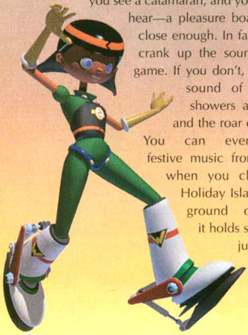
In the world of Pilotwings 64, there are three islands and one huge continent to explore. Using the different flight vehicles, you can take on different missions and earn points for your efforts. The number of points you earn determines whether you'll earn bronze, silver or gold wings. As a Beginner, before you've earned wings of any kind, you'll test your skills on Holiday Island. When you've proven yourself, you'll be able to move on to Ever Frost and Crescent Islands, then on to Little States. As we've said, though, exploring the areas is half the fun—at least. You might not stop to smell the roses, but there are lots of other interesting asides. Swoop down to see what's happening on the beach. Close in on the fishing boats and eavesdrop. Snap a photo of whales at sea. There are hidden places to explore, and special items to find—if you take the time.


Little States
Ever Frost Island
Cresent Island
Holiday Island

Holiday Island is the first stop on the Pilotwings 64 itinerary. From there, aspiring pilots fly on to the frozen isle of Ever Frost, to the tropics of Crescent Island and finally to Little States and its familiar landmarks.

Holiday Island

With its never-ending carnival, white sandy beaches and first-class resort hotel, Holiday Island is undoubtedly a popular vacation destination for wing-weary pilots. As you fly over the coastal waters, you see a catamaran, and you can see—and hear—a pleasure boat, if you draw close enough. In fact, you have to crank up the sound to play this game. If you don't, you'll miss the sound of gently falling showers at the fountains and the roar of the waterfall. You can even hear the festive music from the carnival when you close in on it. Holiday Island is a training ground of sorts, but it holds secrets, too. You just have to take the time to explore.



24m
75 km/h
SPEED
2
PHOTO
27 m
SEA LEVEL

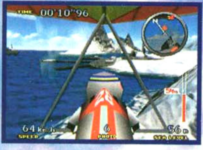
4m
82 km/h
SPEED
6
PHOTO
4 m
SEA LEVEL

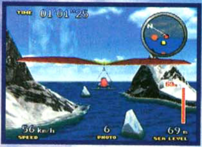
TIME 01'27"22
18m
32 km/h
SPEED
FUEL
18 m
SEA LEVEL

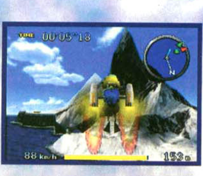
TIME 00'07"20
17m
48 km/h
SPEED
27 m
SEA LEVEL

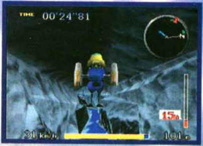
TIME 01'54"02
8m
9 km/h
SPEED
FUEL
12 m
SEA LEVEL

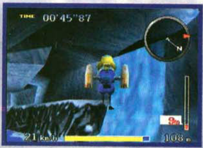
TIME 03'43"18
43m
16
54 km/h
SPEED
FUEL
50 m
SEA LEVEL

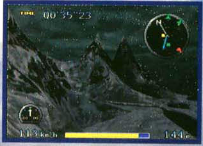

TIME 00'10"96
64 km/h SPEED
6 PHOTO
56 m SEA LEVEL


TIME 01'01"25
56 km/h SPEED
6 PHOTO
69 m SEA LEVEL


TIME 00'05"13
88 km/h
153 m


TIME 00'24"81
15m
31 km/h
101 m


TIME 00'45"87
9m
21 km/h
108 m

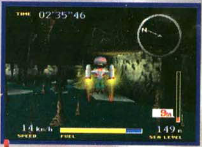

TIME 00'35"23
113 km/h
144 m

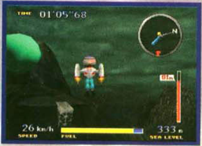
Ever Frost Island

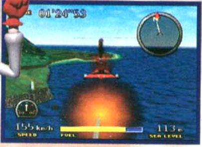
From the warm waters and atmosphere of Holiday Island, it's on to the ice-capped isle of Ever Frost. As you might expect, aerodynamics are different in frigid air. Here you'll be faced with the game's tallest peak, ice caves just waiting to be explored, and icebergs bobbing in the chilly waters. If you use the Rocket Belt, you can actually land on the icebergs! And if you swoop down close to the water and explore, you'll come upon a pod of whales. Stick with them to hear whale sounds. The island itself might look like a barren wasteland, but there's lots to do here. Capture an N64 Flag, play bop the balloon and go spelunking with the Rocket Belt.

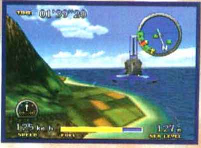
Crescent Island

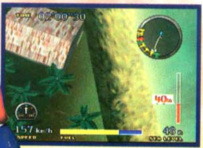
Crescent Island is a tropical atoll with varied terrain and challenging missions. You'll discover palm trees on the beach, power boats off shore and a tall peak with a landing site at its summit. Next to a waterfall on a hillside lush with tropical vegetation, there's another cave that you'll have to navigate using the Rocket Belt. And when you use the Hang Glider to fly to the island, you'll have to be a sharp-shooter: you'll be challenged to snap shots of a whale and the ornate fountain in front of a hotel. You wouldn't want to visit a scenic spot like Crescent Island without checking out the surf, so be sure to scan the shore for local attractions.

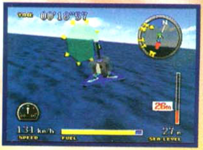

TIME 02'35"46
9m
14 km/h SPEED
FUEL
149 m SEA LEVEL


TIME 01'05"68
26 km/h SPEED
FUEL
333 m SEA LEVEL


155 km/h SPEED
FUEL
113 m SEA LEVEL

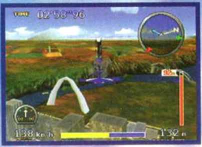

125 km/h SPEED
FUEL
127 m SEA LEVEL

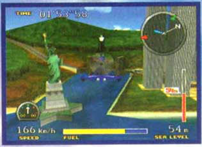

40m
157 km/h SPEED
FUEL
48 m SEA LEVEL

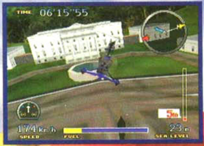

TIME 00'18"87
26m
131 km/h SPEED
FUEL
27 m SEA LEVEL

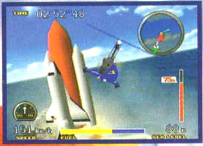
Little States

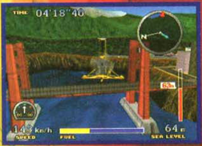
Despite its name, Little States is by far the largest of the areas you'll explore, and it bears an uncanny resemblance to the good ol' U.S. of A. As you fly from coast to coast, L.A. to New York, Seattle to Cape Canaveral, you'll see all sorts of famous landmarks—and some surprising sights, to boot. In San Francisco, you'll see the Golden Gate Bridge, in Saint Louis, the Gateway Arch. The Statue of Liberty graces New York Harbor in the Big Apple, and if you scan the hillsides of L.A., you'll find the famed "Hollywood" sign. If you wing it to Washington, D.C., you can fly by historic monuments, such as the Washington Monument and the Lincoln Memorial, and buzz the President at home on Pennsylvania Avenue. And don't miss Mount Rushmore, in South Dakota. Somebody's been busy adding a new face to the granite hillside, and that face wears a familiar mustache! After taking in the famous sights, look for uncommon attractions such as a western ghost town and America's answer to the Loch Ness Monster.

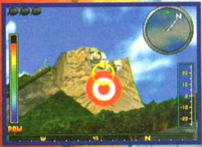

TIME 02'58"96
138 km/h
132 m


TIME 01'53"58
166 km/h
SPEED
FUEL
54 m
SEA LEVEL


TIME 06'15"55
174 km/h
SPEED
FUEL
23 m
SEA LEVEL

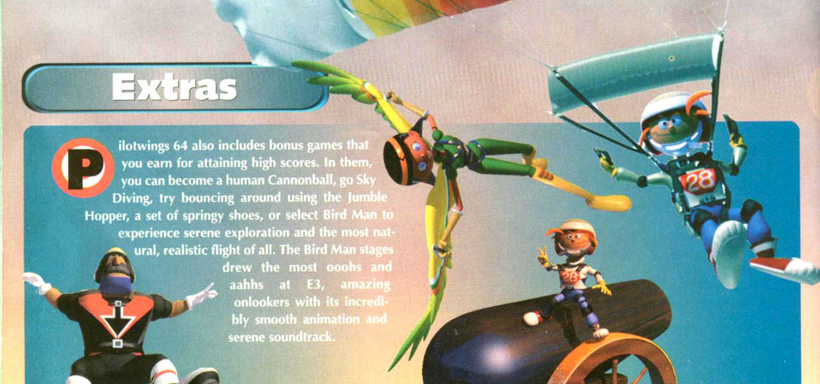

TIME 02'52"48
151 km/h
SPEED
FUEL
SEA LEVEL


TIME 04'18"40
143 km/h
SPEED
FUEL
64 m
SEA LEVEL



Extras

Pilotwings 64 also includes bonus games that you earn for attaining high scores. In them, you can become a human Cannonball, go Sky Diving, try bouncing around using the Jumble Hopper, a set of springy shoes, or select Bird Man to experience serene exploration and the most natural, realistic flight of all. The Bird Man stages drew the most ooohs and aahhs at E3, amazing onlookers with its incredibly smooth animation and serene soundtrack.



Paradigm Simulation Inc.: The Flight Crew

You've been reading about Paradigm in Pak Watch ever since early announcements about the N64 appeared, so you know that it's noted for creating ultra-realistic flight simulators like those used by the military to train pilots. When Nintendo went looking for the kind of expertise that would make Pilotwings 64 an exceptional flight experience, Paradigm was a natural choice. Together, Nintendo and Paradigm set out to develop a game that took advantage of the N64's power to create incredibly realistic flight in a totally interactive, 3-D environment.

Dave Gatchel, VP of entertainment applications at Paradigm.

For all its experience with highly technical military flight sims, Paradigm had no experience with flight sim games. For the gaming expertise, Paradigm developers relied on Nintendo's ace development team, EAD. According to Dave Gatchel, vice president of entertainment applications at Paradigm, Pilotwings 64 was a collaborative effort. "We were able to take advantage of Nintendo's game knowledge. Mr. Miyamoto was the producer—he helped dictate the development strategy. Working with them [EAD] was great. They were the creative input, we were the arm that figured out how to implement the ideas on the N64."

Paradigm used its next generation software tool, Vega UltraVision™, to create the lushly textured, 3-D environment. According to Gatchel, Paradigm developers were experienced at using SGI workstations, with their anti-aliasing capabilities and their high-end feature sets, to create their military flight sims, but they were extremely surprised to find those same elements in a video game console costing less than $250. You can see from the images shown on these pages how beautiful the Pilotwings 64 environment turned out to be.

But looks are only part of Pilotwings 64's success. It's the feeling of flight that players are most eager to experience, and the N64 controller makes it possible. "It plays a big part in making our game unique," commented Gatchel. "With the Hang Glider, we wanted the player to experience the feeling of catching a thermal and of banking. It wouldn't have been possible without the controller."

Gatchel and others from Paradigm were overwhelmed by the reaction to Pilotwings 64 at E3. Amy Bayers, marketing manager, and Bruce Caridi, vice president of marketing, went on-line with Nintendo Power Source for an Auditorium event during the show. "We're ecstatic," Bayers said. "We are totally excited that people are finally able to play one our games!"

And play it they will. Pilotwings 64 will be one of the first games available for the N64, so look for strategic coverage in upcoming issues. Until then, you can see what's happening at Paradigm by tapping into its website on the net at www.Paradigmsim.com. You can also download the complete transcript from Paradigm's E3 Auditorium event with Nintendo Power Source (AOL Keyword: Nintendo.com).

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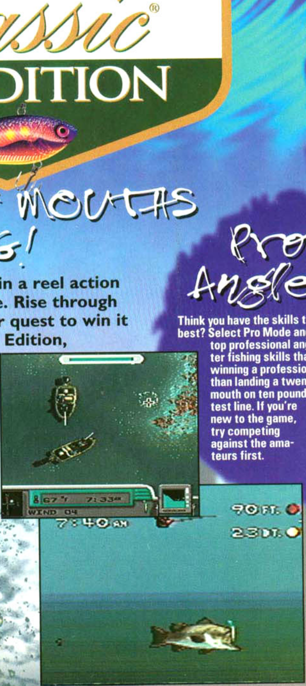
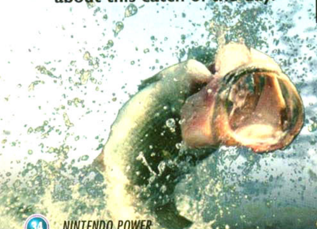
BASS MASTERS Classic® PRO EDITION

THE LARGE MOUTHS ARE BITING!

Fishing fans can set their hooks in a reel action game from Black Pearl Software. Rise through the tournament rankings in your quest to win it all in BASS Masters Classic: Pro Edition, a 16-Megabit, password-backed game. Unlike fishing games that make you sit and wait, BASS Masters Classic: Pro Edition is fast paced and fun to watch—even for gamers who don't fish. Read on and learn about this catch of the day.

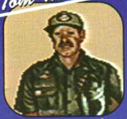




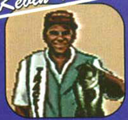
Pro Anglers

Think you have the skills to fish with the world's best? Select Pro Mode and go for glory as one of six top professional anglers. The pros have better fishing skills than the amateur anglers and winning a professional tournament is tougher than landing a twenty pound largemouth on ten pound test line. If you're new to the game, try competing against the amateurs first.

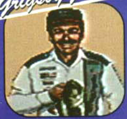
Tom Mann Jr.



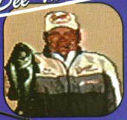
Kevin Vandam



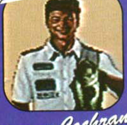
Shaw E Grigsby Jr.



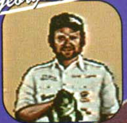
Dee Thomas



Gary Klein



George Cochran



HOOKED ON BASS

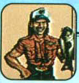
BASS Masters Classic Pro Edition is the seventh bass fishing game for the Super NES. Which game is the best? That answer depends on your gaming and fishing preferences. The chart below lists each game and the features that hook fishing fans. Check the facts and stats, then draw your own conclusion.

	SAVE?	UNDERWATER VIEW.	FISH FINDERS.	# OF LURES	# OF LAKES	CODES?
BASS MASTERS CLASSIC: PRO EDITION	PASSWORD	YES	YES	13	5	?
BASS MASTERS CLASSIC	PASSWORD	YES	YES	13	5	NO
BASSIN'S BLACK BASS	BATTERY	NO	YES	8	4	YES
MARK DAVIS THE FISHING MASTER	BATTERY	YES	YES	170*	5	NO
JIMMY HOUSTON'S BASS TOURNAMENT USA	BATTERY	NO	YES	328*	4	NO
SUPER BLACK BASS	PASSWORD	NO	YES	32*	4	NO
TNN BASS TOURNAMENT OF CHAMPIONS	BATTERY	YES	YES	94	6	NO

* indicates that many lures are identical but have different colors.

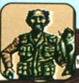
Amateur Anglers

Whether you're learning to fish in tournaments for the first time or looking for a chance to weigh in on an extended campaign for big bass bucks, you need an Amateur Angler that suits your fishing style. Each of the six amateurs featured in the game has unique strengths and weaknesses, but any one of them could win it all at the weigh-in at the end of the day.



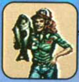
Bob Smithers

Bob has outstanding strength and endurance, but struggles with his casting. Most players pick him as a favorite.



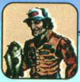
Ahmed Atolloya

Ahmed's concentration on accurate casting keeps his fishing right on the target, but he has limited strength.



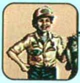
Chloe O'Reilly

Chloe has good strength and endurance, but she has trouble with her casting when the wind kicks up the waves.



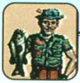
Sanders Ramirez

Sanders can set a hook in a fish with a quick flick of the wrist, but he needs to practice his casting skills



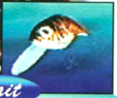
Nick Casey

Young Nick has great casting and hooking skills. He'll be a champion as he grows up and develops his arm muscles.



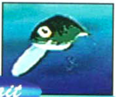
Earl Green

Earl has the most balanced skills, although he can't keep up with a heavy bass like he could in the old days.



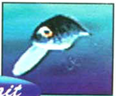
Crankbait

The light colored crankbait works best in clear water. Use it in the shallows or near the shore.



Crankbait

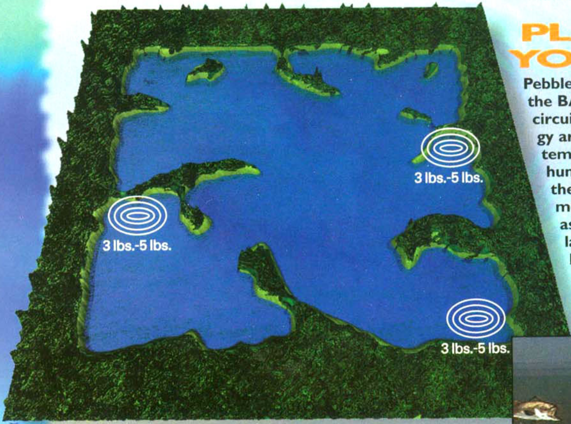
Use the green crankbait during the spring and fall to attract the hungry bass foraging in the shallows.



Crankbait

Bass can see the blue crankbait from ten to fifteen feet away. Use this lure during the summer months.

Pebble Lake



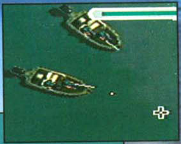
Hot Lure

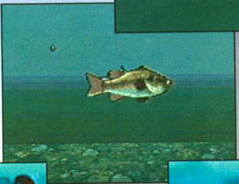
PLAN YOUR DAY

Pebble Lake is the first lake in the BASS Masters Tournament circuit. Plan your fishing strategy around the time of day and temperature. Many bass like to hunt in the shallows during the morning hours, then move off into cooler depths as the temperatures rise later in the day. Pebble Lake is huge—plan your outing carefully so you're not tardy returning to the dock for the weigh-in.

FOLLOW THE PACK

When you're starting out for the first time, it's hard to locate the best fishing holes. One method for overcoming this problem is to watch where your competitors are fishing. When you come across a fellow fisherman, watch where they're stopped and listen to your fish finder. Any pings indicate lunkers beneath your boat. Note the location of the sound, press the A Button to reverse your boat's engine, and cast your line on the spot.





Your fellow competitors know Pebble Lake's secrets. Watch where they drop their line and try fishing in the same location. Use your fish finder to pinpoint the location of the big bass.

Crankbait

Of all the crankbaits, this yellow lure is the easiest to see and can attract bass from twenty feet away.

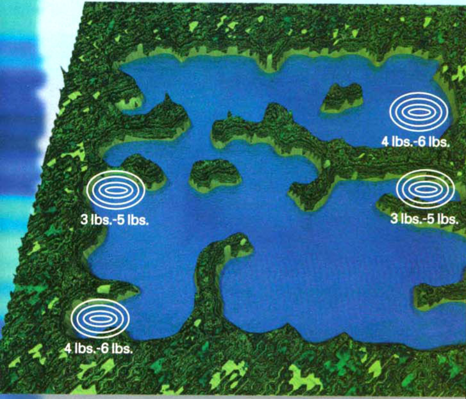
Grubs

Grubs are an all season lure used to fish near the bottom. This lure often attracts small fish.

Tail Spinners

The shiny rotating blade on the Tail Spinners can attract hungry fish from over forty feet away.

Eagle Lake



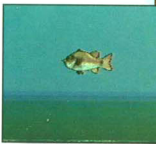
Hot Lure

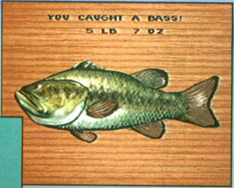
REEL INVESTMENT

Eagle Lake is the second lake on the tournament. Both the competition and the bass are tougher here. Spend your hard-earned prize money on the best rod and reel you can buy. While you're visiting the bait shop, buy heavier line and make sure that you replace any lures you might have lost during the last stop. Rumors persist that the biggest bass like to hide among the thick weeds near the shore until the sun is overhead.

LOOKS ARE DECEIVING

You won't know how big your fish is until you land it in the boat. Two fish that look identical in size through the lens of the lure cam can actually vary by three pounds in weight. When you see a large bass swimming among smaller fish, try moving your bait toward the large fish. Big bass are smarter and less likely to bite, so don't be too disappointed if the smaller fish keeping taking your bait. A small fish is better than no fish at all.





YOU CAUGHT A BASS!
5 LB 7 OZ

The lens of the lure cam won't let you distinguish between a three or five pound fish on the line. This often creates pleasant surprises when you land the big ones at the end of the day.

Jig and Pig

This is heavy lure that can draw fish from forty feet away. It is effective in dense weeds and grass.

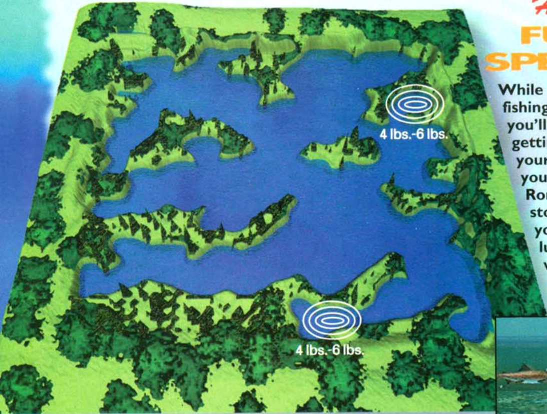
Worms

Dark colored plastic worms work well in murky water and are an essential lure in any tackle box.

Worms

Light colored plastic worms have a thirty foot range in clear water. Use them during the spring and summer.

Lake Ronkonkama



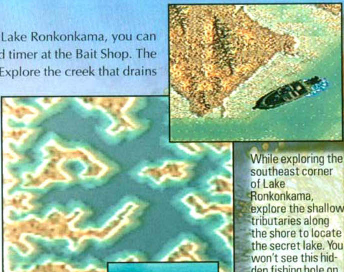
Hot Lure

FULL SPEED AHEAD

While there are plenty of great fishing spots on Lake Ronkonkama, you'll spend most of your time getting there unless you upgrade your engine. Buy the best engine you can afford. Lake Ronkonkama has a healthy stock of Northern Pike, so load your tackle box full of extra lures. You can't afford to waste time fighting with a pike, but you can dump the big fish and the lure by intentionally breaking your line.

THE SECRET OF RONKONKAMA

If you explore the southern shoreline of Lake Ronkonkama, you can find the secret lake mentioned by the old timer at the Bait Shop. The secret lake cannot be seen on the map. Explore the creek that drains into the southeast corner of the lake. You must work your way carefully up the shallow creek or your boat will run aground. A few lucky anglers have hooked monster bass in the secret lake. Watch your fish finder and pay close attention to the temperature. With the right lure, a heavy line and a lot of luck, you might catch a whopper.



While exploring the southeast corner of Lake Ronkonkama, explore the shallow tributaries along the shore to locate the secret lake. You won't see this hidden fishing hole on the map screen.

Worms

The plastic scented worm is one of the most versatile lures in the game. Use it in all types of water.

Poppers

Poppers are noisy topwater lures that can draw bass up off the bottom of the lake.

Propeller Bait

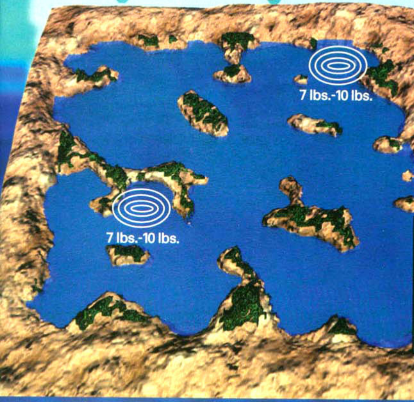
The Propeller Bait is a top water lure that draws the bass to the surface. Try it in shallow water.

Sydney Lake

Hot Lure

HUG THE SHORE

There isn't a lot of shoreline at Sydney Lake, but you need to take advantage of as much of it as you can find. Try a top-water lure in the high grass near the rocky outcropping scattered across the lake surface. You'll risk losing a lure using this technique, but the risk is worth the reward. The record for the largest bass caught here is 16 pounds, 13 ounces. Spend the remainder of your money buying the best equipment you can afford.

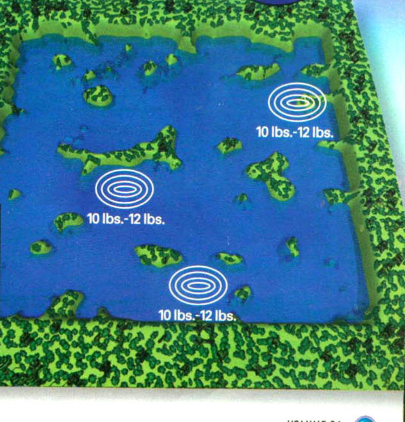


Lake Calabasas

Hot Lure

THE BIG ONES ARE HERE

Some of the world's largest bass have been hooked beneath the glittering waves of Lake Calabasas. This is a shallow body of water and the big bass like to hide in deep pockets. Depending on the clarity of the water, use the light colored or scented worm lures. The Lake Calabasas tournament is the final event on the BASS Masters trail. If you want to be crowned BASS Masters Classic Champion, you must finish in first place.



Jigging Spoons

Use the jigging spoon on the surface or along the bottom. It is one of the most versatile lures in your box.

CLASSIFIED INFORMATION

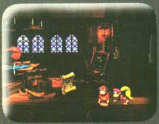
0428 6211 4842 0680

MEMBER IDENTIFICATION #

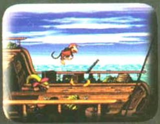
DIDDY'S KONG QUEST

Holy Krocamole! Kremcoins!

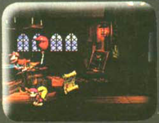
According to our inside sources, this is the only other code for Donkey Kong Country 2 besides the one we printed in Volume 83. If you perform the sequence below correctly, you'll receive a special token that's worth 75 Kremcoins! You'll be able to dive into the Lost World right away!



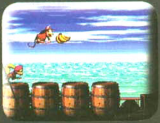
In Pirate Panic, go into K. Rool's cabin (*don't* collect the balloon) and then leave.



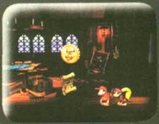
Jump over the first two bananas, then collect the next bunch on top of the barrels.



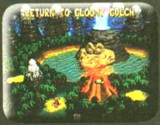
Still avoiding the first pair of bananas, return to the cabin and grab the balloon.



Repeat step two then return to the cabin, ***still*** avoiding the first two bananas.



Voila! You'll receive a whopping 75 Kremcoins!


RETURN TO GLOOMY GULCH

Now you can explore the Lost World at your leisure.

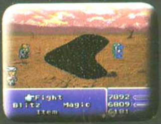
FINAL FANTASY III

Relics and Magic Tricks

Here are a few slick tricks for Final Fantasy III that will tip the odds in your favor. You'll still have a lot of work ahead of you, but saving the world may take just a little less time.

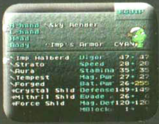
Vanishing Act

Vanish is primarily a defensive spell, but try casting it on an enemy, and follow with X-Zone or Doom. This magical combo will cause even some major foes to disappear completely!


Fight
Blitz
Magic
Item
7892
6809

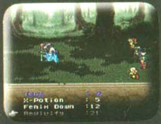
Relics

Save items and MP by using Relics to cure ailments. For example, equipping a Ribbon will cure Poison, Dark and Imp. Experiment with other Relics to see their effects.


EQUIP
R-hand Sky Render
L-hand
Head
Body Imp's Armor
CYAN
Imp Halberd
Strato
Aura
Tempest
Forged
Crystal Shld
Mithril Shld
Force Shld
Vigor 47 47
Speed 28 28
Stamina 35 35
Mag.Pwr 27 27
Bat.Pwr 26 255
Defense 149 149
Evade 26
Mag.Def 120 120
MBlock 1

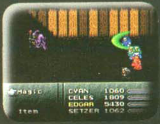
Revivify

Revivify is normally used to reverse the effects of the "Zombie" spell, but it will also obliterate Undead enemies, including major foes like the Ghost Train.


X-Potion :5
Fenix Down :12
Revivify :21

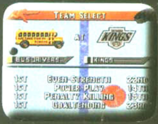
Wall Ring Attack

You can't cast spells directly on enemies that have reflective protection, but try casting an attack spell on a party member wearing a Wall Ring and watch what happens!

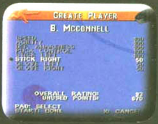

Magic
Item
CYAN 1060
CELES 1809
EDGAR 5430
SETZER 1062

Bonus Teams and Extra Points

This code gives you four cool bonus teams and extra skill points for creating your own players! When the demo starts, hold Select and press the L and R Buttons rapidly. Wait until the puck comes to a stop, then press Start. Continue to hold Select and press L and R until you hear a voice say, "kay-rog." You'll now be able to choose from the standard teams plus the High Score, EA Sports, Tiburon and Bus Drivers teams. You'll also have over 1,000 extra player points to work with in the Season mode. If the code doesn't work, you must turn the Control Deck off and on before you try it again.


TEAM SELECT
AT
KINGS
BUSDRIVERS
KINGS
1ST EVEN-STRENGTH 22ND
1ST POWER PLAY 14TH
1ST PENALTY KILLING 15TH
1ST GOALTENDING 23RD

Now *this* is the team you'll want to play for!


CREATE PLAYER
B. MCCONNELL
STICK RIGHT 50
OVERALL RATING: 97
UNUSED POINTS: 670
PAD: SELECT
START: DONE
X: CANCEL

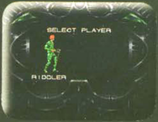
You'll be able to max out all of your players' attributes.

Riddle Me This, Batman!

We printed this code back in Volume 81, but we neglected to tell you about one of its effects. Press Left, Up, Left, Left, A, B and Y on the Game Start screen. This code activates a stage select, gives you all of the gadgets and allows you to choose the Riddler as your character in the practice mode!

NORMAL GAME
1 PLAYER
CONTROL METHOD 1
MUSIC OFF
EASY

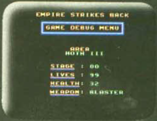
If you input the code correctly, the screen will flash.


SELECT PLAYER
RIDDLER

The Riddler will be available in the practice mode only.

Debug Menu and Invincibility

With all of the excitement over Shadows of the Empire for the N64, some of us dug out our classic Star Wars games, only to discover that we hadn't printed two fantastic codes for Super Empire Strikes Back! To activate these codes, you must first input the Ultimate Power code (press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y and X on the Game Start screen), which gives you all the Force Powers and unlimited Thermal Bombs. To access the Debug Menu, press the L and R Buttons on Controller II anytime during the game. To become invincible, press and hold Select, A, B, Y and X on Controller II, then release all the buttons at once. You'll be invincible until the end of the stage.

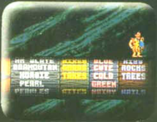

EMPIRE STRIKES BACK
GAME DEBUG MENU
AREA
HOTH III
STAGE : 00
LIVES : 99
HEALTH: 32
WEAPON: BLASTER

You can adjust attributes and use a limited stage select.

Invincibility works in the side scrolling stages only.

Skip To The Credits

This password allows you to skip all the muss and fuss and jump straight to the closing credits. Put your feet up and have a bronto burger on us!


HOAGIE
TAKES
COLD
TREES

Enter HOAGIE TAKES COLD TREES as your password.

YOU'VE FINISHED
MANY MANY T
FOR PLAYING THE
FLINTSTONES

Have a "yabba dabba doo" time!

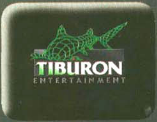
MECHWARRIOR 3050

Invincibility and More Mechs

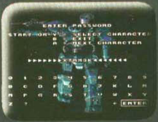
If you want to tiptoe through the minefields without being blown up, enter the passwords below, one after the other. If you want different mechs to choose from, press Down, A and X at the Tiburon Entertainment screen, then type in "XTRM3K" as your password. To use these codes together, enter the Mech code first, then the Invincibility code. If you want to start in a specific stage, enter the proper password after all codes have been completed. Go get 'em, Marine!

Mission 1: BMBRMN
Mission 2: 65C816
Mission 3: B1GBND
Mission 4: FSPRNG
Mission 5: YHWX11
Unlimited Ammo: M1R0G3
Invincibility: MKWFLL (input after all the above passwords have been entered)

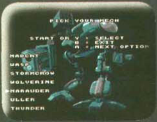
To select an enemy mech, follow the instructions below:



Press Down, A and X two or three times on this screen, just to be sure.



Go to the options screen and enter XTRM3K as your password.



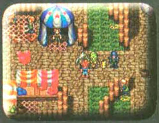
Select your favorite mech and press Start to begin.

The game can be easier or harder, depending on the mech you choose.

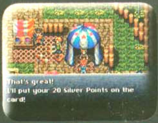
CHRONO TRIGGER

Silver Points Trick

Do you need more silver points for browsing the shops or playing the games at the Millenial Fair? Go to the lower part of Leene Square and speak to the man who is emceeing the foot races. Bet on one of the racers, then get in front of the line before the race starts. Walk back and forth in front of the racers (except the one you bet on) to slow them down. If your runner wins, go back to the emcee to collect your silver points!



The racers can walk through you, but you'll still delay them.



That's great!
I'll put your 20 Silver Points on the card!

Repeat this trick for as many silver points as you need.

And The Answer Is...!

If the special Earthworm Jim 2 feature in Nintendo Power Volume 83 wasn't enough for you, here are the answers to the last of Sally Q's wacky quiz questions. And you thought Jeopardy was rough!

Who's the king of animals in Africa?
c) Earthworm Jimba

What is the meaning of life?
b) Citadel

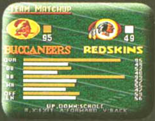
St. Petersburg Florida
a) True?

Does misery love company?
b) No, misery is the show-me state

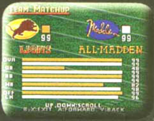
CLASSIFIED INFORMATION

More Classic Teams

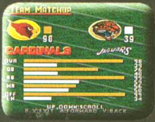
We promised you the codes to the classic NFC teams, and here they are! Select Play Now, highlight a team and enter the appropriate code to get that team's vintage counterpart ("L" and "R" are the L and R Buttons, not Left and Right). If the code is entered correctly, the team logo will turn gold.


TEAM MATCHUP
BUCCANEERS 95
REDSKINS 49

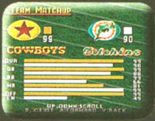
1979 BUCCANEERS:
Press Y, A, R and R.


TEAM MATCHUP
LIONS 99
ALL-MADDEN 99

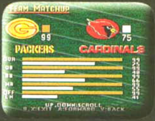
1962 LIONS:
Press B, A, R, R and Y.


TEAM MATCHUP
CARDINALS 98
JAGUARS 39

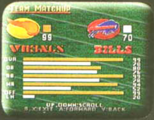
1975 CARDINALS:
Press A, B, B and A.


TEAM MATCHUP
COWBOYS 99
Dolphins 90

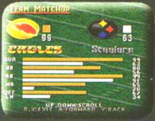
1978 COWBOYS:
Press B, A, R, B and Y.


TEAM MATCHUP
PACKERS 99
CARDINALS 75

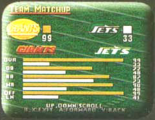
1967 PACKERS:
Press B, A, Y, B, A, L and L.


TEAM MATCHUP
VIKINGS 99
BILLS 70

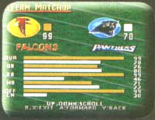
1976 VIKINGS:
Press B, R, A, L and L.


TEAM MATCHUP
EAGLES 99
Steelers 63

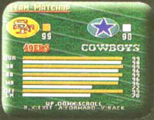
1960 EAGLES:
Press A, L, L and Y.


TEAM MATCHUP
GIANTS 99
JETS 33

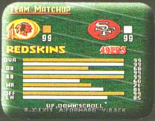
1986 GIANTS:
Press L, B, L, A, R, R and Y.


TEAM MATCHUP
FALCONS 99
PANTHERS 78

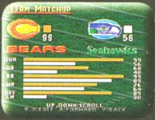
1980 FALCONS:
Press L, Y, B, R and A.


TEAM MATCHUP
49ERS 99
COWBOYS 98

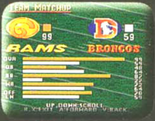
1984 FORTY-NINERS:
Press B, A, Y, A, R, Y and A.


TEAM MATCHUP
REDSKINS 99
49ERS 99

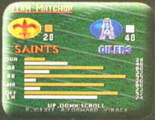
1982 REDSKINS:
Press L, Y, B, R and L.


TEAM MATCHUP
BEARS 99
Seahawks 56

1985 BEARS:
Press Y, A, B, B and A.


TEAM MATCHUP
RAMS 99
BRONCOS 59

1968 RAMS:
Press B, A, R, L and Y.


TEAM MATCHUP
SAINTS 28
OILERS 48

1979 SAINTS:
Press Y, A, L and L.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

CODE BANK

www.nintendo.com

Classified Info Invades the Net

Listen up, web crawlers: Classified Information has made the leap from the printed page to cyberspace! You can now access tons of cool codes from the Classified Information Code Bank at Nintendo Power's home page on the World Wide Web. The Code Bank's humongous database contains most every trick and tip ever printed in Classified Information and a lot more besides. Looking for a classic Legend of Zelda code or wondering if there are any hidden teams in the latest Super NES sports titles? The answers to your questions are only a few mouse clicks away!

At Your Fingertips

Anyone with a computer, modem and Internet browser software can access the Code Bank. You can conduct unlimited searches, download up to 20 files per day and even submit your own codes for inclusion in the Code Bank. (All submissions are subject to verification by Nintendo's finest Game Counselors, of course.) If your code makes the cut and you're the first person to submit it, it will be uploaded to the Code Bank files and credited to your sign-on name as proof of your game play worthiness!

Get Connected

User registration is simple. All you need to do is transmit a short application form with your sign-on name and a valid e-mail address. You can also list your favorite types of games and take advantage of an offer to receive future promotional e-mails, if you wish. Within just a few minutes, depending on network traffic, you'll receive a registration verification via e-mail that lists your sign-on name and personal password. If you forget your sign-on or password, you can resubmit your application at any time and receive new ones.

If you're a registered user, click on this button on the Code Bank introductory screen. You'll be prompted to enter your sign-on and password.

Would you like more information about the Code Bank? Just click on this button for a list of frequently asked questions and answers.

Two clicks here will get you in on the Code Bank action. You'll need to submit a sign-on name and a valid e-mail address.

This button is your ticket to thousands of codes, tricks and cheats. You can search by manufacturer, system title or type of code.

Two clicks here will access additional features. You can submit codes to the Code Bank and change your password.

If you'd like to check out the rest of the Nintendo Power Source site, just press this button, and away you'll go!

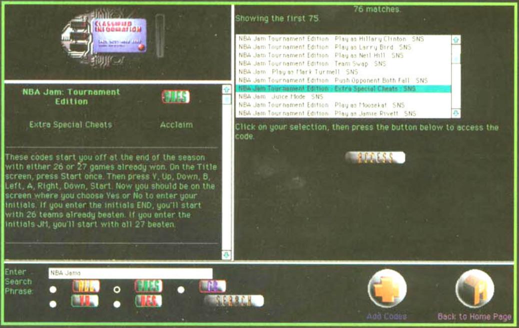
CLASSIFIED INFORMATION

Registered users can search for codes by:

- Manufacturer ("Nintendo")
- Game title ("The Legend of Zelda")
- Game system ("Super NES")
- Type of code ("stage select")

Code Surfing

Let's say you'd like to find all of the codes on file for the NBA Jam series. Type "NBA Jam" in the space provided and click on the Search button. Voila´! The Code Bank will scan its files for matches and display them on the right side of the screen. If you'd like to narrow your search to the Super NES versions of the game, choose the Super NES option and press the Search button again. To view any of the codes, just double-click on the file name to download it to your computer. You can conduct unlimited searches and download up to 20 files per day! In case you're wondering, the NBA Jam series tops the Classified Information charts with over 100 matches for all versions and editions of the game! This totally blows away the runner-up, the Mortal Kombat series, which has a "mere" 24 matches in the Code Bank database. What about types of codes? We can't be sure of exact numbers, because of the way the Code Bank conducts its searches, but it's a safe bet that stage selects and stage skips are the most common (and popular) types of codes out there.



NBA Jam: Tournament Edition

Extra Special Cheats Acclaim

These codes start you off at the end of the season with either 26 or 27 games already won. On the Title screen, press Start once. Then press Y, Up, Down, B, Left, A, Right, Down, Start. Now you should be on the screen where you choose Yes or No to enter your initials. If you enter the initials END, you'll start with 26 teams already beaten. If you enter the initials JM, you'll start with all 27 beaten.

76 matches.
Showing the first 75.

NBA Jam Tournament Edition Play as Hillary Clinton SNS
NBA Jam Tournament Edition Play as Larry Bird SNS
NBA Jam Tournament Edition Play as Neil Hill SNS
NBA Jam Tournament Edition Team Swap SNS
NBA Jam Play as Mark Turmell SNS
NBA Jam Tournament Edition Push Opponent Both Fall SNS
NBA Jam Tournament Edition : Extra Special Cheats : SNS
NBA Jam Juice Mode SNS
NBA Jam Tournament Edition Play as Moosekat SNS
NBA Jam Tournament Edition Play as Jamie Rivett SNS

Click on your selection, then press the button below to access the code.

Enter Search Phrase: NBA Jams

A Piece of the Action

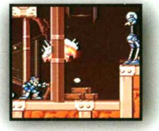
Net surfers can dial up Nintendo's home page at www.Nintendo.com and check out the action. Of course, Nintendo Power readers still get first crack at all the latest codes we dig up (hey, that's the benefit of subscribing, pal!). New codes will always be printed in the magazine before being uploaded into the Code Bank, but making the Code Bank available is just Nintendo's way of sharing the wealth with video game fans everywhere!

VALUE PLAYS

ATTENTION, SHOPPERS! THESE SUPER NES CLASSICS ARE VALUE PRICED AND IN STORES NOW!

MEGA MAN X
SUPER NINTENDO

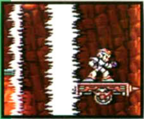
This month, we're showcasing several terrific titles that have stood the test of time and can now be found at bargain prices. They're well worth looking for. Our first blast from the past is Capcom's Mega Man X, which introduced adventure game-style elements into the Mega Man series' side-scrolling action format. This game breathed new life into the series and was quickly followed by Mega Man X2 and Mega Man X3.



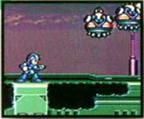
FINAL FANTASY
MYSTIC QUEST
SUPER NINTENDO
SQUARE SOFT
Phoebe

Dark King attacks with Dark Cane.

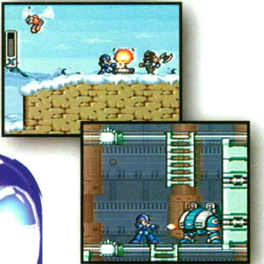
Final Fantasy Mystic Quest has been labeled as a "beginner's" role-playing game, but it has all the same features that have made the entire Final Fantasy family legendary among RPG devotees. Though its plot is more linear than those of its brethren, Final Fantasy Mystic Quest boasts an entertaining story, intriguing characters, challenging puzzles and exciting battles. Novices and veterans alike can look forward to many hours of fantastical fun with this little gem!

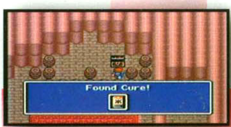


Mega Man X has more cool options and upgrades than a 57 Chevy!



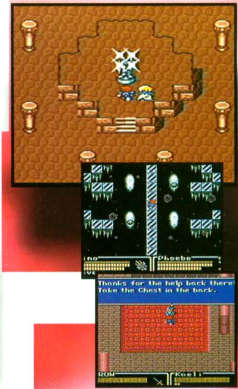
The "X" series introduced new characters and concepts to an already rich fantasy universe.





Found Cure!

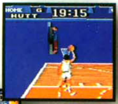
Final Fantasy Mystic Quest is a great game for novices who want a challenge and for veterans who need a "quick fix."

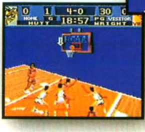


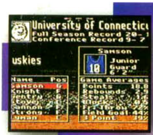
Thanks for the help back there! Take the Chest in the back.

NCAA
BASKETBALL
SUPER NINTENDO

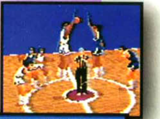
There are lots of terrific basketball games around, but NCAA Basketball is one of the few to take you right onto the court for true in-your-face hoop action! Rather than displaying the entire court, the "camera" follows the players as they pass, block, shoot and pound the boards, giving you the feeling of being right in the thick of the game.


HOME G
HUTT
19:15

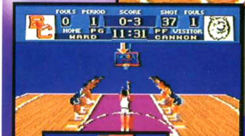

0
1
4-0
30
HOME G
HUTT
18:57
PG VISITOR
WRIGHT
NCAA


University of Connecticu
Full Season Record 20-
Conference Record 9- 7
uskies
Samson
Junior
Guard
6'2"
Game Averages
Points
Rebounds
Free Throw
Field Goal
3 Point

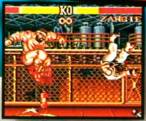
The teams in NCAA Basketball perform much like their real-life counterparts.



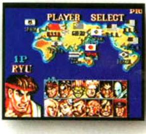
The game camera will shadow whichever player has possession of the ball.


FOULS PERIOD SCORE SHOT FOULS
0
1
0-3
37
1
HOME PG
HARD
11:31
PF VISITOR
CANNON

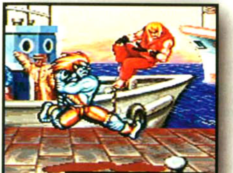
STREET FIGHTER II
TURBO
CAPCOM
SUPER NINTENDO

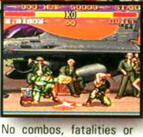


Most long-time gamers would agree that Street Fighter II ignited the tournament fighting craze, and Street Fighter II Turbo was, at least for a short time, at the center of the inferno. SF II Turbo lines up ten of the most colorful fighters of all time, each with his or her own trademark moves. Besides the turbo option, this game offers several graphic and play enhancements over its predecessor, and it is considered by many to be the pinnacle of the first-generation fighters. Pull up a controller and find out for yourself why SF II Turbo was the one to beat!


PLAYER SELECT
1P
RYU

The World Warriors are still some of the most recognizable characters in video games.

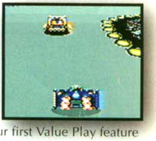


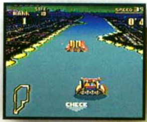


No combos, fatalities or any-other-alities. It's just you, your opponent and a big fist in the face!

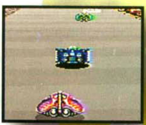
F-ZERO
SUPER NINTENDO

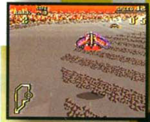
F-Zero was one of the first five games released for the then-revolutionary Super NES. Though game technology has come a long way since then, F-Zero continues to keep race fans on the edges of their seats with its exhilarating, futuristic high-speed action. It has the distinction of being our first Value Play feature title. Check out these track layouts and strategies before you head for the checkered flag.




RANK
SPEED
CHECK

No video game system could be complete without a great racing game, and F-Zero more than fits the bill.



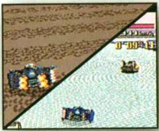


Few games have been able to match the sense of speed you get from F-Zero.

F-ZERO HAZARDS

This is the future of Grand Prix racing, and high-tech tracks and obstacles make motorsports more of a daredevil profession than ever!

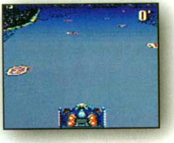
STAY ON TARGET



Avoid the rough when you can (it will slow you down) or use a turbo boost to blast through it. Don't steer or brake abruptly on the ice, or you'll go careening out of control.

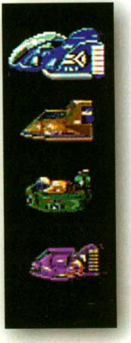
MINEFIELD MAMBA

Some of the tracks are littered with minefields. These insidious explosives will blow you off course and drain a significant portion of your car's energy reserves.



CARS

If the clothes make the man or woman, then the car makes the racer. Each of these machines has its advantages and disadvantages, and the premiere choice for you will depend on your racing style.



BLUE FALCON

This buff bird has the second best acceleration. It handles well, but the back end cuts loose if you give it too much throttle in the turns.

GOLDEN FOX

The Golden Fox has tremendous acceleration, but the engine's power band peaks early, giving it the lowest top speed in the field.

WILD GOOSE

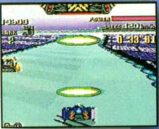
Three engines allow the thick-skinned Wild Goose to take second place in the speed category. It is by far the most durable car on the circuit.

FIRE STINGRAY

The Fire Stingray scores high in handling, top speed and durability, making it the choice for novices. Its only weakness is poor acceleration.

PITS

Colliding, and running into barriers or explosives along the track will drain a car's energy cells. If you run out of energy, you'll be heading to that big pit stop in the sky! Run along the glowing pit areas to recharge your batteries.



LEAGUES

The Interplanetary Grand Prix is divided into three leagues, with each league offering progressively tougher tracks and more aggressive opponents. You can opt to race in the Beginner, Standard or Expert classes.

KNIGHT

Racing in the Knight league presents few surprises, but it allows you to get the feel for your vehicle and practice basic maneuvers.

QUEEN

Now that you've cut your teeth on some simple ovals and obstacles, you can move up to gap jumps, Mag Rails and other advanced hazards.

KING

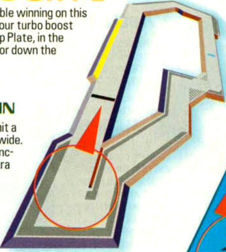
Massive minefields, alternate routes, unpredictable winds and killer hairpins are the hallmarks of this, the ultimate F-Zero league.

KNIGHT LEAGUE

There are a few hairy spots on these tracks, but the main focus will be on speed. If you take advantage of the straightaways and cut the corners off the turns, you'll be just fine.

MUTE CITY 1

You won't have trouble winning on this track. You can use your turbo boost just before the Jump Plate, in the middle of the rough or down the home stretch.

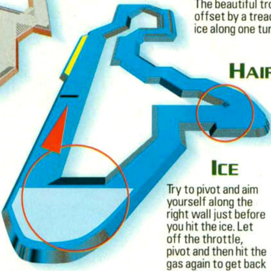


HAIRPIN

Ease off the throttle when you hit a hairpin turn, or you'll take it too wide. Use the L and R Buttons in conjunction with the Control Pad for extra tight cornering.

BIG BLUE

The beautiful tropical setting is offset by a treacherous field of ice along one turn.



HAIRPIN

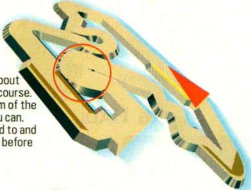
A pattern of hard cornering could get you into trouble when you reach the patch of ice ahead.

ICE

Try to pivot and aim yourself along the right wall just before you hit the ice. Let off the throttle, pivot and then hit the gas again to get back onto the pavement.

SAND OCEAN

Don't try to battle it out with your opponents in the sharp corners. Concentrate on keeping your vehicle off of the barriers and passing on the straightaways.

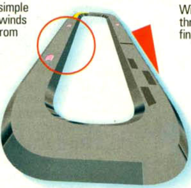


CUT THE CORNER

The tightest turn is about halfway through the course. Cut across the bottom of the corner as much as you can. Slow down if you need to and make up the time just before the finish line.

DEATH WIND 1

This may look like a simple track, but the crosswinds will shove your car from side to side. Tap the Control Pad to keep from hitting the rough spots or energy barriers.

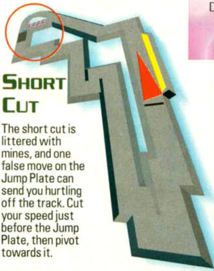


DASH ZONES

The Dash Zones can be a help or a hindrance to you, given the crosswinds and narrower lane. Make sure you're on an even keel before you hit one. Though the turns are wide and gentle, you'll have to fight the winds to stay in the center of the track and avoid the rough areas.

SILENCE

With careful maneuvering, you can cut straight through some of the 90-degree turns on this final track, rather than swerve around them.



SHORT CUT

The short cut is littered with mines, and one false move on the Jump Plate can send you hurtling off the track. Cut your speed just before the Jump Plate, then pivot towards it.

DASH ZONES

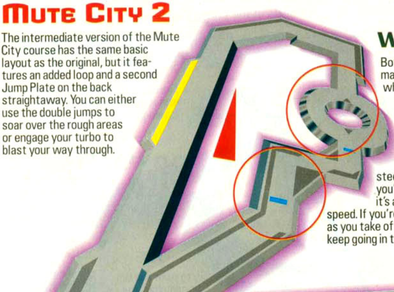
The Dash Zones will shift your car into high gear and send you hurtling down the track at blinding speed. The cars tend to oversteer at high speed, so don't make big course adjustments just before or after you hit a Dash Zone.

QUEEN LEAGUE

Now it's time to move up to the big leagues and take on some tracks worthy of your mettle. Your opponents will become more dangerous as well, as they start to elbow their way around you.

MUTE CITY 2

The intermediate version of the Mute City course has the same basic layout as the original, but it features an added loop and a second Jump Plate on the back straightaway. You can either use the double jumps to soar over the rough areas or engage your turbo to blast your way through.

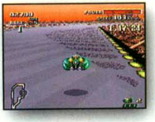


WHICH WAY

Both sides are the same length, so it doesn't matter which way you go around the loop. Take whichever path is clearer or easier for you to maneuver through.

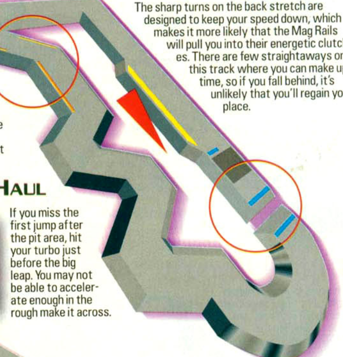
JUMPS

You have some steering control while you're in the air, but it's affected by your speed. If you're turning one way as you take off, you'll tend to keep going in that direction.



PORT TOWN 1

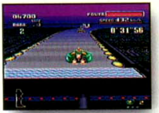
The sharp turns on the back stretch are designed to keep your speed down, which makes it more likely that the Mag Rails will pull you into their energetic clutches. There are few straightaways on this track where you can make up time, so if you fall behind, it's unlikely that you'll regain your place.



LEAN OUT

Use the L and R Buttons to pull away from Mag Rails. Using the Control Pad can sometimes make you overcompensate and crash into the opposite wall or the next set of rails.

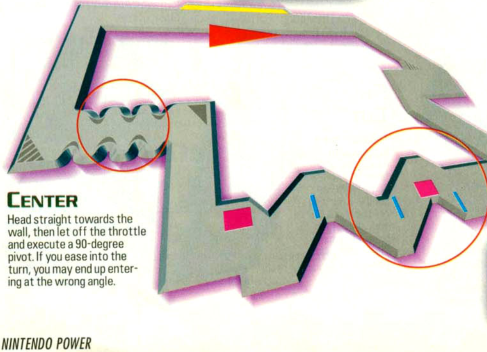
LONG HAUL



If you miss the first jump after the pit area, hit your turbo just before the big leap. You may not be able to accelerate enough in the rough make it across.

RED CANYON

The best strategy is to fly straight through the curves, rather than try to swerve around them. You can skim right along the edge of the rough areas without slowing down.

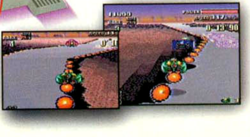


CENTER

Head straight towards the wall, then let off the throttle and execute a 90-degree pivot. If you ease into the turn, you may end up entering at the wrong angle.

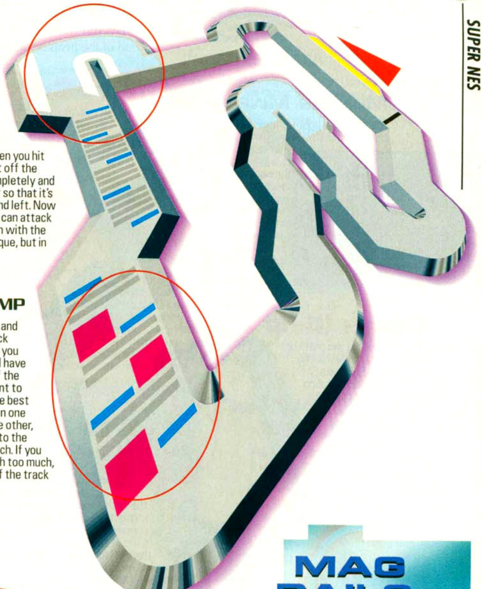
TRIPLE JUMP

The Jump Plates will help you avoid this trio of sharp turns. There are Mag Plates embedded in the track that will pull at you as you zoom overhead. Press Down to counteract the drag.

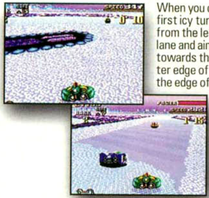


WHITE LAND 1

The multiple jumps and ice patches will rattle your nerves, and you'll have to fight the instinct to steer back and forth in the slippery turns. Try to pivot before you hit the ice.



WICKED TURNS



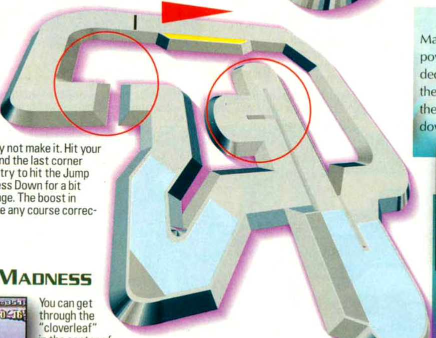
When you come to the first icy turn, approach from the left side of the lane and aim your car towards the bottom center edge of the curve. When you hit the edge of the hairpin, let off the throttle completely and pivot the car so that it's pointed up and left. Now punch it! You can attack the next turn with the same technique, but in reverse.

GOTTA JUMP

There are rough areas and magnets along the back stretch that will slow you down to a crawl. You'll have to hit at least a few of the Jump Plates if you want to stay in the running. The best thing to do is to stay on one side of the track or the other, being careful of the slight jog to the right in the middle of the stretch. If you try to maneuver back and forth too much, chances are you'll go flying off the track towards the city below.

WHITE LAND 2

This course is a nightmare of clustered turns and hairpins. There's only one significant straightaway, and you'll need to save your turbo boost for the long jump.



TURBO BOOST

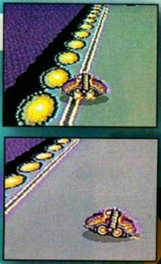
This is one of the longest jumps on the circuit, and even at full speed, you may not make it. Hit your turbo just as you round the last corner before the jump, and try to hit the Jump Plate straight on. Press Down for a bit more altitude and range. The boost in speed will exaggerate any course corrections, so be careful.

HAIRPIN MADNESS

You can get through the "cloverleaf" in the center of the track without slowing down much, but you must approach the first hairpin from the right. Now pivot and aim your vehicle towards the outer edge of the second hairpin. If your aim is true, you can make it there with just a small jog towards the inside of the track.

MAG RAILS

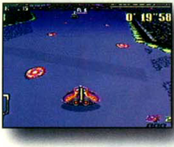
Mag Rails and Mag Plates are powerful electromagnets embedded in the sides and surfaces of the tracks. They'll pull you into the energy barriers or drag you down out of the air!



KING LEAGUE

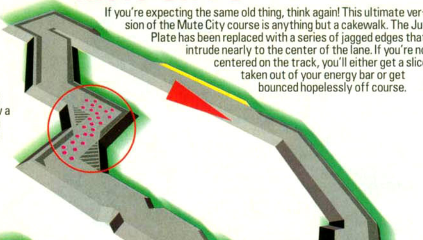
You're a seasoned veteran now, but what you do here will determine whether you end up at the top of the heap or the bottom of the scrap pile!

MINE OH MINE



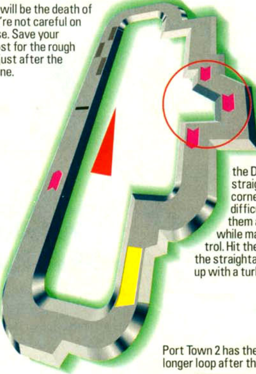
The mines are tightly packed and surrounded by rough. Use your turbo to blast through the rough or, if you're daring enough, blow a path through the mines on the first lap.

MUTE CITY 3



If you're expecting the same old thing, think again! This ultimate version of the Mute City course is anything but a cakewalk. The Jump Plate has been replaced with a series of jagged edges that intrude nearly to the center of the lane. If you're not centered on the track, you'll either get a slice taken out of your energy bar or get bounced hopelessly off course.

DEATH WIND 2



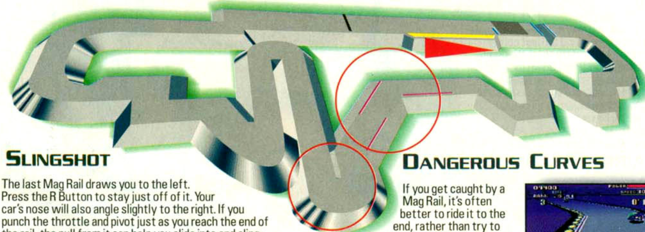
The wind will be the death of you if you're not careful on this course. Save your turbo boost for the rough sections just after the starting line.

DASH TO DISASTER

Unless you're extremely skilled (or lucky!) you won't be able to use the Dash Zones on the back stretch. The short straightaways and extreme angles on the corners make it very difficult to cut across them at high speed while maintaining control. Hit the Dash Zone on the straightaway and follow up with a turbo boost.

PORT TOWN 2

Port Town 2 has the same basic layout as its predecessor but with an added triple hairpin and longer loop after the Mag Rails. The longer straightaway will help you make up some time.



SLINGSHOT

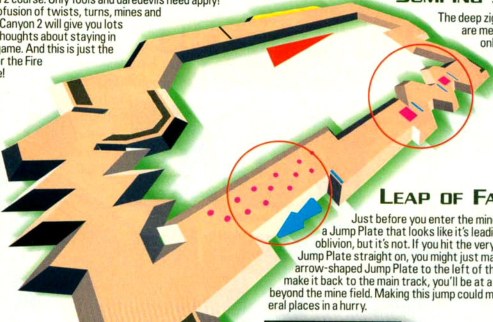
The last Mag Rail draws you to the left. Press the R Button to stay just off of it. Your car's nose will also angle slightly to the right. If you punch the throttle and pivot just as you reach the end of the rail, the pull from it can help you slide into and slingshot around the turn.

DANGEROUS CURVES

If you get caught by a Mag Rail, it's often better to ride it to the end, rather than try to pull away. With the amount of thrust needed to break free, chances are you'll fly across the track and slam into another rail or the track barrier.

RED CANYON 2

Wanted: Interplanetary Grand Prix racers willing to take on the Red Canyon 2 course. Only fools and daredevils need apply! With its profusion of twists, turns, mines and jumps, Red Canyon 2 will give you lots of second thoughts about staying in the racing game. And this is just the warm-up for the Fire Field course!



JUMPING JACK

The deep zig-zags in the track along the jumps are meant to unnerve you, but once again, only minor course adjustments are needed. If you panic and swerve suddenly in mid-air, you'll only succeed in making a very picturesque pattern in the sand!

LEAP OF FAITH

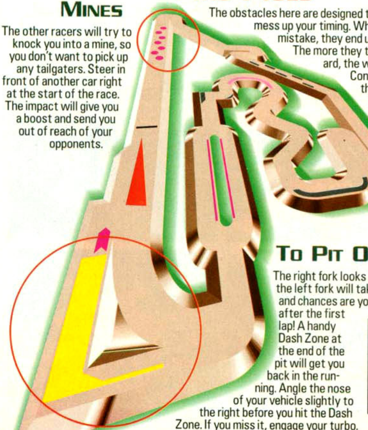
Just before you enter the mine field, you'll see a Jump Plate that looks like it's leading you off into oblivion, but it's not. If you hit the very center of the Jump Plate straight on, you might just make it to an arrow-shaped Jump Plate to the left of the track. If you make it back to the main track, you'll be at a spot just beyond the mine field. Making this jump could move you up several places in a hurry.

THINK YOU'RE TOUGH?

Finishing the game on Expert Class difficulty unlocks the Master Class. The tracks will be the same, but your fellow racers will be faster and more aggressive. They'll stop at nothing to run you off the road and off the circuit! Try to get a boost at the starting line by getting in front of another car, but remember that maneuverability is still your top priority. Running flat out constantly usually results in mistakes!

FIRE FIELD

The obstacles here are designed to make you panic and mess up your timing. When most racers make a mistake, they end up overcompensating. The more they try to avoid the next hazard, the worse things get. Concentrate less on avoiding the next hazard and more on setting yourself up for the next turn. You may take another hit, but you'll be in a better position to avoid the dangers after that.

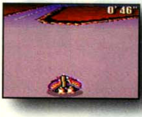


MINES

The other racers will try to knock you into a mine, so you don't want to pick up any tailgaters. Steer in front of another car right at the start of the race. The impact will give you a boost and send you out of reach of your opponents.

TO PIT OR NOT TO PIT

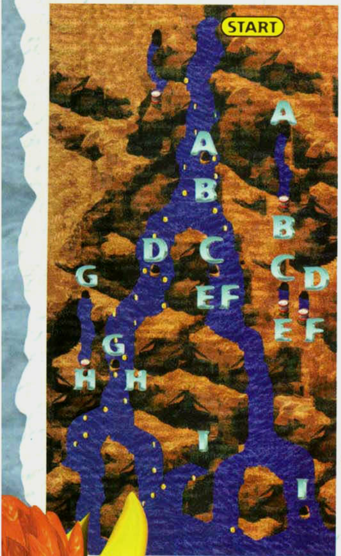
The right fork looks like a shortcut, but the left fork will take you to the pit area, and chances are you'll need a recharge after the first lap! A handy Dash Zone at the end of the pit will get you back in the running. Angle the nose of your vehicle slightly to the right before you hit the Dash Zone. If you miss it, engage your turbo.



SUPER MARIO RPG LEGEND OF THE SEVEN STARS™

CAN YOU TOP THIS?

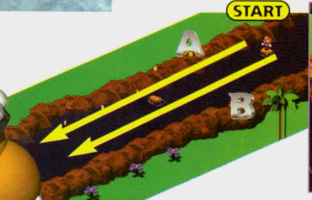
MIDAS WATERFALL CHALLENGE



You can snag a maximum of 36 coins while running the Midas Waterfall. You can't swim upstream but you can move horizontally across the current by giving your B Button a strenuous workout. Use this technique to grab coins that are widely dispersed across the channel. In general, you'll want to keep bearing left, except for a right-turn around the big rock at the foot of the waterfall. Avoid the tunnels, which are marked by letters on the map. None has coins while Tunnel C is infested by a coin-grabbing Jawful.

BARREL-JUMPING EVENT

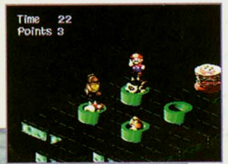
Follow the chart below to get the maximum of 64 coins floating in two lanes over Midas River. You'll have to do this while riding a series of barrels rolling down the river, sometimes leaping from one barrel to the next to stay in the same lane, at other times changing lanes by bumping into the next barrel. Bump into the first barrel in your path, jump onto the next two, then bump. Repeat this pattern—bump, jump, jump, bump—to the end, for a total of seven bumps and eight jumps. Avoid the fish jumping from the water!

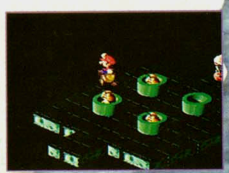


	4	3	2	1
A	●●●●	● ●	● ●	●●
B	●●	●●●●	●●●●	●●●●

WHACK-A-GOOMBA

Hop on a Goomba flashing out of a pipe in the Pipe Vault to get one point, but lose a point if you bop a Spikey instead. The rare gold Goomba is good for three points. You have 30 seconds to garner 20 points and win a prize. You'll have to really hop to it if you want to top the record of 58 points.

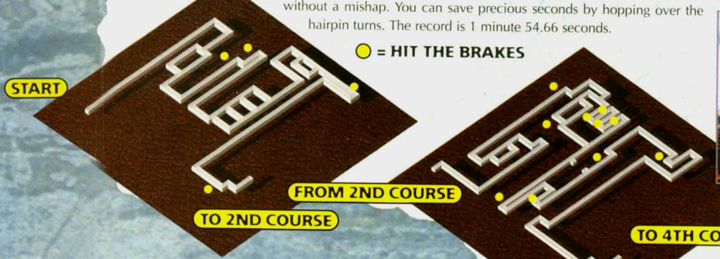




MINE CART RACE

It's a white-knuckle trip through Moleville Mine! Zip through a Mode 7 maze to a side-scrolling dash through a tunnel. Take another Mode 7 trip before bursting out of the mountain and plunging to the town below in another side-scrolling extravaganza! Get an energy boost by munching the mushrooms overhead, then holding on for dear life while jabbing the X Button in the side-scrolling sections. Prevent crashes in the Mode 7 sections by slamming on the brakes at the spots shown in the maps. Your cart will automatically negotiate the other corners without a mishap. You can save precious seconds by hopping over the hairpin turns. The record is 1 minute 54.66 seconds.

● = HIT THE BRAKES



BEETLE MANIA

Pay 500 coins in the Mushroom Kingdom Inn for a Beetle Mania Game Boy game and start blasting away at Koopa shells. Score big points by causing chain reactions, but avoid getting hit by the falling shells or red stars. However, you can repair damage by winning a red heart. The Koopa-capping record stands at 99,999,999 points.

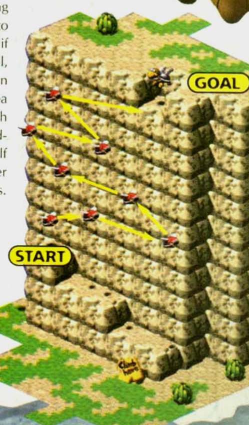
SCORE
144016
HI-SCORE

SUPER JUMP CHALLENGE

See how many times Mario can jump in a single Ultra Jump attack. It's easier if you pick a relatively weak enemy. Changes in the sound Mario makes when he lands on an enemy will cue you to change the rate at which you're pressing the Y Button. The current record-holder won the virtually indestructible Super Jacket from the reformed Pandorite in Monstro Town by jumping 100 straight times.

CLIMBING CHALLENGE

Escape Land's End by riding Sergeant Flutter's Sky Troopas to the top of this sheer cliff. It's easy if you simply step from shell to shell, but with a bit of derring-do you can win Frog Coins or even a Troopa Pin. The secret? Take a deep breath and leap from shell to shell in mid-air! If you miss, just pick yourself up and try again. One player scaled the cliff in 7.63 seconds. How fast can you climb?



ROBOTECH™
Crystal Dreams™
Coming From Gametek
for the Nintendo 64
V.F
V.F
NINTENDO POWER®

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SUPER MARIO RPG LEGEND OF THE SEVEN STARS ™

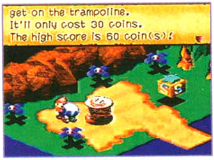
©1996 Nintendo/Square Soft.
©Characters Nintendo, ©Square Soft.

CAN YOU TOP THIS?

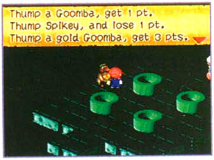
Game-players worldwide have been going ga-ga over Super Mario RPG Legend of the Seven Stars ever since its long-anticipated debut in May. As with all Super Mario games, half the fun comes from playing the scads of puzzles and bonus areas along the route. Here's a handy guide to some of the toughest challenges you'll face on your way to facing the invading Smithy!

Square Soft, with supervision from Shigeru Miyamoto's EAD development team, took full advantage of cutting-edge programming techniques to bring Mario to life. The developers packed this pak with an astonishing array of mini-competitions. In the mood for a Mode 7 mine-cart race? Plunging down a waterfall loaded with loot? Climbing a cliff on Koopa shells? Blasting invaders with a Game Boy shooter? They're all here!

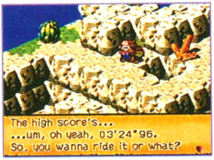
In the short time since Super Mario RPG hit the market, avid game-players have set impressive records in each of these mini-challenges. Read on for pro tips on how best to play these challenges, then grab your controller and try to set a new world's record!



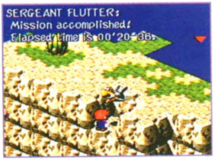
get on the trampoline.
It'll only cost 30 coins.
The high score is 60 coin(s)!



Thump a Goomba, get 1 pt.
Thump Spikey, and lose 1 pt.
Thump a gold Goomba, get 3 pts.



The high score's...
...um, oh yeah, 03'24"96.
So, you wanna ride it or what?



SERGEANT FLUTTER:
Mission accomplished!
Elapsed time is 00'20"36.

EPIC CENTER

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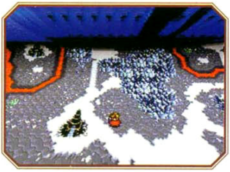
THE FANS SPEAK OUT

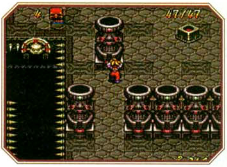
Epic Center continues to receive hundreds of letters every month from RPG fans in response to our Epic Center News article in January entitled "Enix On A Quest." The real quest, it seems, is the one undertaken by these dedicated fans who want the chance to play more RPGs. Your Epic Center staff wishes to thank all of you for the tremendous support. Your letters are being received, read and passed along to the evaluation department at Nintendo of America. We are also in touch with third-party publishers and regularly let them know about requested titles. In the long run, we hope that your letters will make the difference and that some of the great Japanese RPGs will turn up in North America. Remember, the pen is mightier than the sword. On the other hand, the dollar is even mightier than the pen, which suggests that the best way to show game publishers that you like RPGs is to buy them. Finally, we appreciate your support for the Epic Center section of Nintendo Power and all your thoughtful comments. If you have suggestions for articles or game coverage in future Epic Centers, please let us know by writing to: Nintendo Power Epic Center, P.O. Box 97037, Redmond, WA 98073-9737 or sending e-mail to WWW.NINTENDO.COM.

GENESIS GOES TO EUROPE

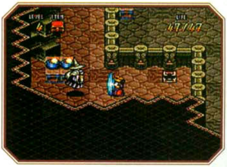
Many of the letters received recently at Epic Center have mentioned a game from Enix called Genesis that we first noted last year. Genesis has been renamed Terranigma and will be released in Europe later this year by Nintendo. Your Epic Center editors were lucky enough to snag a copy of the Super Famicom version of the game for a quick look. On the surface, the developers at Quintet have created another RPG adventure that Zelda and Gaia fans will recognize immediately. Ark, the young hero, explores an inverted world on the inside of a globe, venturing into dungeons and towers where he must fight enemies and solve cunning puzzles. Ark's quest involves saving the souls of living things, resurrecting whole continents on the earth's surface, overseeing the growth of civilization and single-handedly thrashing countless baddies. Players also will find love interests, humorous situations and scenes that show character growth as the story and game progress. As in Illusion of Gaia, the game engine puts players in control of the hero both in direct combat situations and while exploring the various towns and towers. The Mode 7, scrolling, overworld map of Gaia has been inverted in Terranigma to reflect the interior world in which Ark lives. It's a bit strange, like walking around on the inside of a balloon. Once you reach a play area, however, you get a standard overhead view with excellent graphic quality.



An Inverted World



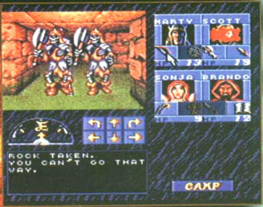
Puzzle Rooms



Live Battles

Dungeons feature traps, riddles, secrets and other mysteries and magic. In the latter half of the game, players also promote the progress of the world's civilization, sort of a simulation in the midst of an RPG. The only downside of all this is that Nintendo has no plans to release the game in North America at this time.

Capcom's Eye of the Beholder has been available for some time, but the game's diabolical tricks and traps continue to confound even veteran RPG players. This month's Epic Review gives you tips on solving common problems and maps for the toughest levels in the game.



ROCK TAKEN.
YOU CAN'T GO THAT WAY.

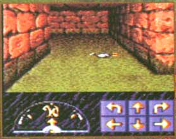
©1990, 1994 TSR, Inc. 1990, 1994 Strategic Simulations, Inc. 1994 CAPCOM Co., Ltd.

EYE OF THE BEHOLDER™

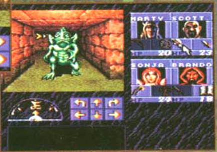
ADVANCED DUNGEONS & DRAGONS

Move 'em out!

The entire Eye of the Beholder game is played in a maze and viewed from a 3-D perspective. Use either a regular controller or a Super NES mouse to click on six on-screen buttons to move through the maze's twelve levels. And remember to check over your shoulder periodically to make sure nothing really hideous is sneaking up behind you. If you're wondering where to go next, check out the sequence of events outlined on the list to the right.



Slide the cursor over one of six arrows and click to turn, step forward or move backward in the maze.



PLACES TO GO AND PEOPLE TO SEE

Step 1: Find Taghor the Dwarf Fighter on Level Four.

Step 2: Locate the Dwarf Camp on Level Five.

Step 3: Talk to Armum the Dwarf Leader and accept his challenge.

Step 4: Explore the Upper Reaches of the Drow on Level Seven.

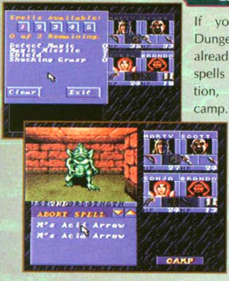
Step 5: Discover Xanathar's spy and rescue Prince Kingar.

Step 6: Recover the sacred Dwarven Healing Potion on Level Eleven.

Step 7: Return to Armum and receive the Wand of Silvias.

Step 8: Defeat Xanathar in his inner Sanctum and win the game.

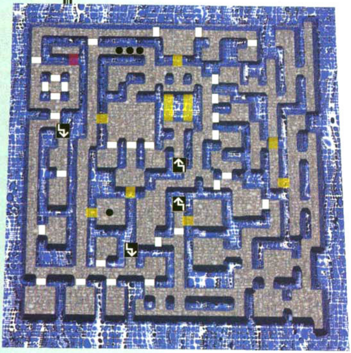
Spellbound adventuring


Spells Available:
1 2 3 4 5
0 of 3 Remaining.
Detect Magic
Magic Missile
Shield
Shocking Grasp
Clear
Exit
SONJA
BRANDO
MARTY
SCOTT
1ST 2ND 3RD 4TH 5TH 6TH
ABORT SPELL
M's Acid Arrow
M's Acid Arrow
CAMP

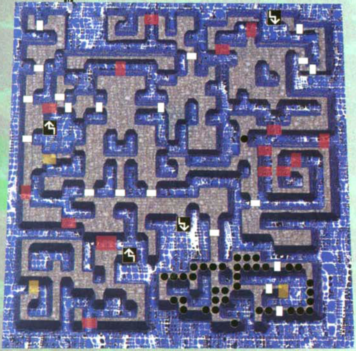
If you've played any Advanced Dungeons and Dragons game, you already know that casting magic spells requires all sorts of preparation, like memorizing spells in camp. If you find a scroll with a spell your mage does not have, be sure to select the "Scribe Scroll" option to copy the spell into your mage's spell book.

Magic Users can cast only the spells they have memorized. Make a habit of memorizing spells whenever you camp.

Level 4:
Upper Dwarven Ruins



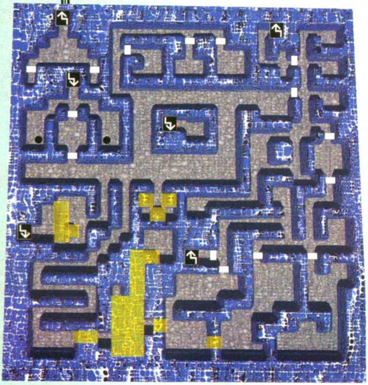
Level 5:
The Dwarven Camp



The Legend

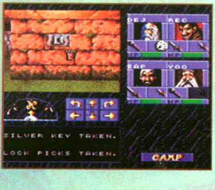
↴ STAIRS DOWN ↱ STAIRS UP ⬜ DOORS
🟥 ILLUSIONARY WALLS 🟨 MOVABLE WALLS

Level 6:
Lower Dwarven Ruins



Keys? We don't need no stinkin' keys!

If you have a thief in your party, you can pick locks instead of looking for keys. There is one catch. If your thief jams the pick in the lock, you will never be able to open the door. Save your progress just prior to picking the lock and press the Reset Button if you get jammed.


DEJ
REC
SAP
VOG
CAMP

SILVER KEY TAKEN.

LOCK PICKS TAKEN.

The writing is on the wall

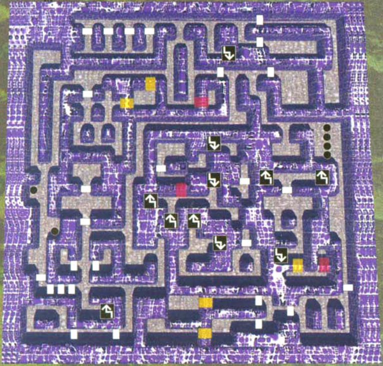
You can read the runes on the wall if you have a Gnome or a Dwarf in your party. The runes on the first three levels are written by Gnomes. The lower nine levels have runes written by Dwarves. Runes can warn your party of traps or provide valuable clues.

MUSEUM.

MARTY
SCOOT
SONJA
BRONI

Gnomes and Dwarves can read the writing on the wall. Taghor the Dwarf joins your party if you find and help heal him on Level Four.

Level 8: Drow Outcasts



Your personal dream team

Multi-class characters have diverse skills, but they build levels more slowly than single class characters. The most successful party combination is a Dwarf Fighter, Human Ranger, Half-Elf Cleric and Elf Mage. This party's spell casters can learn all of the spells in the game.

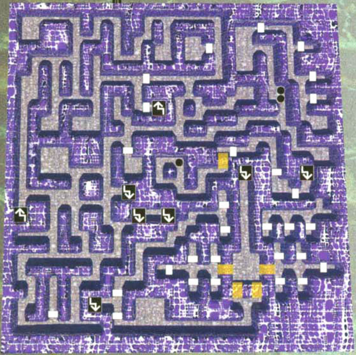
Character Generation

HUMAN MALE
RANGER

REROLL
FACE
KEEP

Pick characters with high attributes and limit them to one class. Multi-class characters take too long to build levels.

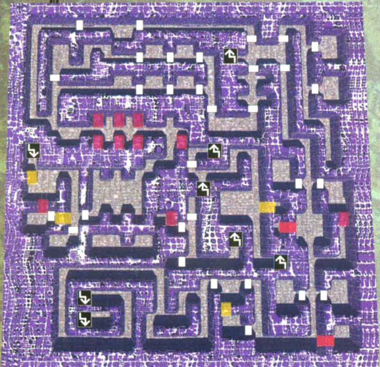
Level 7: Upper Reaches of the Drow



The Legend

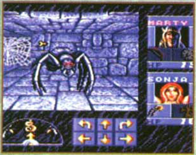
↓ STAIRS DOWN ↑ STAIRS UP ■ DOORS
🟥 ILLUSIONARY WALLS 🟨 MOVABLE WALLS

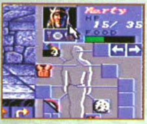
Level 9: Lower Reaches of the Drow



Stay on target

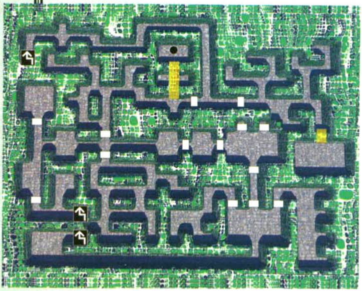
Bows and slings are two-handed weapons that work if you have your ammunition in the right place at the right time. Keep a stock of arrows in your quiver on your back. Keep sling stones in your belt, in the three vertical boxes on the right side of your inventory screen.



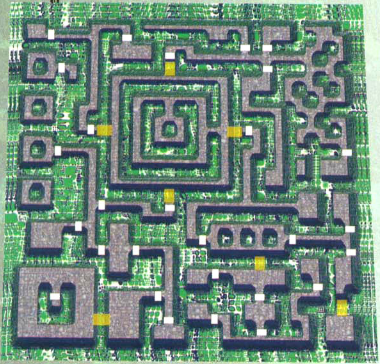


A bow is a two-handed weapon. The shield in this character's left hand is useless in close combat against hungry arachnids.

Level 10: Mantis Hive



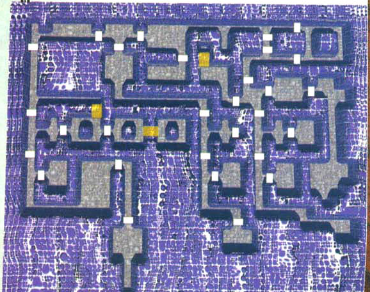
Level 11: Xanathar's Outer Sanctum



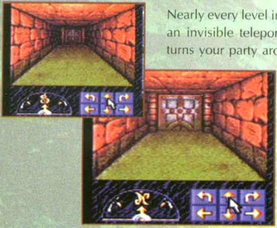
Eternal life and the reset button

With the maze's countless pits, poisons and fearsome fiends, it's nearly inevitable that someone in your party is going to make a mistake and embark on that last solo trip to the RPG in the sky. Save your game at least four times on each level so you can hit the Reset Button and avoid the problem for the second (or ninth) time around.

Level 12: Xanathar's Inner Sanctum



We're not in Kansas anymore



Nearly every level in the game has an invisible teleporter that either turns your party around suddenly or whisks it off to a new and seemingly identical location. Make a map on paper and keep track of your party's position and heading. A sudden spin on your compass or a change of perspective are good clues that everything is not what it appears to be.

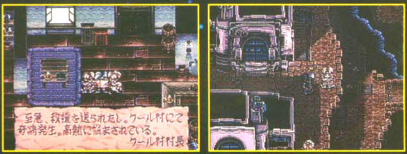
Fresh ideas and new technology take Star Ocean where no RPG has gone before!

IT'S A GAME THAT PLAYS LIKE A MOVIE

It's obvious that developers have been striving to make RPGs feel more like interactive movies and less like the linear adventures of yesteryear. Chrono Trigger offered a variable plot and eleven endings, while the Japanese-market hit, Tales of Phantasia, featured digitized voices and battle animation straight out of the latest Japanese fantasy films. This summer, Enix will turn up the heat with the Japanese-market release of their 48-megabit spectacular, Star Ocean. Taking their cue from Tales of Phantasia, the Star Ocean design team (many of whom also worked on Phantasia) decided to maximize the use of digitized voices in their latest effort. They hired ten of the most famous voice actors and actresses in Japan to breathe life into the main characters. These voice specialists are renowned for their work in popular animated films called OAVs (Original Animation Videos), and their battle cries and exclamations create a sense of drama that's impossible to get with scrolling text. A 64k RAM cache helps keep the action in synch, and the programmers designed a special AI that governs the lines the characters will say and how they'll say them!

EMOTION AND ELOCUTION

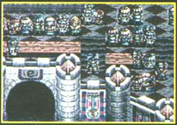
The Star Ocean team have broken new ground with two elements they've dubbed Voice AI and Emotion Points. The Voice AI monitors the current situation and selects appropriate vocal responses for the different characters.



至急、救援を送られたし。クール村にて
奇病発生。高熱に悩まされている。
クール村村長

The graphics have an unprecedented amount of detail in them for this style of game. The colors are vibrant and the shading is incredibly subtle.

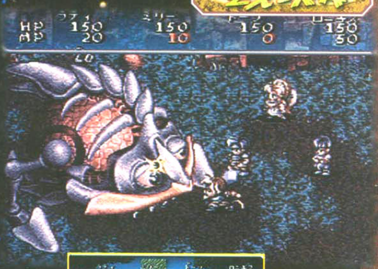
© MEIMU/TRI-ACE LTD./ ENIX 1996

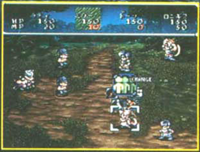


In Star Ocean, characters *speak* much of their dialogue according to their feelings for each other!

Star Ocean detours from the tried-and-true RPG fantasy formula into the realm of science fiction.

Dragons and wizards have been replaced by starships, time travel and interplanetary war.





You can rotate characters between the battlefield and your reserves at any time.

If the party confronts a weaker enemy, you may hear them taunting their opponent during battle. If their foe is made of sterner stuff, however, they'll warn each other of the coming danger. You may even hear two characters talking simultaneously!

The Voice AI is supplemented by Emotion Points, which are used to keep track of the characters' relationships. Each character has an Emotion Point rating for every other character, and as events unfold, your actions and choices will add or subtract points from those ratings. The Voice AI will then select pieces of dialogue according to the characters' feelings for each other. If two characters are close to each other and one is injured, the other will react more dramatically than you might otherwise expect. Emotion Points will also help determine which ending you'll see.

DYNAMIC BATTLE

With this much drama in the game, it was only logical for the designers to create a battle system that's more dynamic than the ones you usually see in RPGs. Battles are still menu-based, but they now take place on mapped terrain (like adventure-style games), rather than static battle screens. Combatants charge, clash and retreat in a great melee all over the battlefield. One helpful feature allows you to "lock on" to an opponent. Your character will then run after that enemy and attack it automatically until it's defeated. Standard physical and magical attacks are supplemented by special skills activated by the L and R Buttons. You can have up to four characters in battle at once, and you can swap characters from your reserves at any time. With a maximum of eight characters in your party and ten main characters total in the game, there's great potential for all sorts of mayhem!

We fully expect that new concepts and technologies will further blur the line between games, movies and other forms of entertainment. Star Ocean is just one of the the first, bold steps in that direction!

A journey through
space and time...

Sword of Hope II™

TM &©... 1992

The once peaceful kingdom of Riccar is in turmoil as the demon lord, Zakdos, cleaves a path of death and destruction across the land. Join us as we continue the quest to recover the mystical Shards of Earth, Wind, Fire and Water before the Dark King can fulfill an ancient prophecy of doom!

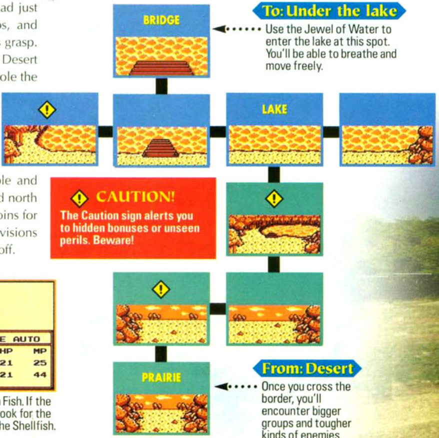
THEO

A RED BOLT SHOT UP FROM THE OLD TEMPLE CAUSING

I CAN ENTER THE UNDERGROUND TEMPLE.

THE QUEST FOR HOPE CONTINUES

When last we left our young adventurers, they had just succeeded in defeating Jaghi, servant of Zakdos, and recovering the Shard of Earth from his murderous grasp. Your next task is to explore the lands beyond the Desert for the remaining Shards. As you recall, Zakdos stole the Sword of Hope, the legendary weapon of your forefathers, so you'll have to continue to make do with the weapons at hand. You should've found the Crystal Spear in the Underground Temple, so hand your sword over to Mute, if he needs a better one. Roam the halls of the temple and defeat monsters until you're at level 10, then head north into the Prairie. Be sure to trade in your casino Coins for gold pieces and stock up on arms, armor and provisions before you set off.



To: Under the lake

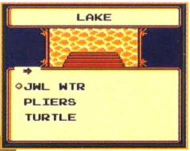
Use the Jewel of Water to enter the lake at this spot. You'll be able to breathe and move freely.

CAUTION!

The Caution sign alerts you to hidden bonuses or unseen perils. Beware!

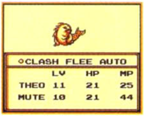
From: Desert

Once you cross the border, you'll encounter bigger groups and tougher kinds of enemies.



LAKE

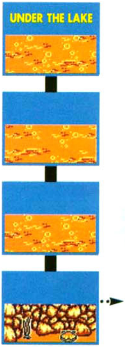
JWL WTR
PLIERS
TURTLE



CLASH FLEE AUTO

	LV	HP	MP
THEO	11	21	25
MUTE	10	21	44

Fire- and ice-related spells work well against the Death Fish. If the fish manage to strike, they can eat up a lot of your HP. Look for the Pliers behind the Water Grass, then use them to open the Shellfish.


UNDER THE LAKE

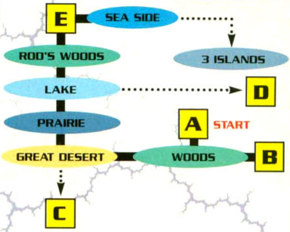
To: Pixie's Cave

Going left or right will get you nowhere. Walk down to find the path that leads to the Pixie's Cave.

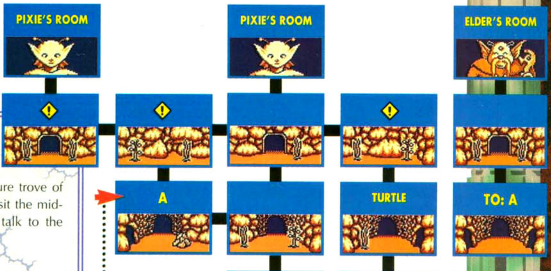
THE WORLD OF SWORD OF HOPE II

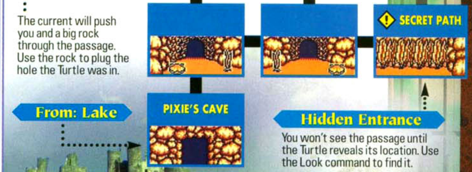
Your quest began at Riccar Castle (location A), and this map shows the general path you'll take through Riccar and the surrounding lands. You'll have to explore Sea Side and the islands on your own.

A. RICCAR CASTLE
B. ANCIENT TEMPLE
C. UNDERGROUND TEMPLE
D. PIXIE'S CAVE
E. WINDER CASTLE


E
SEA SIDE
ROD'S WOODS
3 ISLANDS
LAKE
D
PRAIRIE
A
START
GREAT DESERT
WOODS
B
C

PIXIE'S CAVE


PIXIE'S ROOM
PIXIE'S ROOM
ELDER'S ROOM
A
TURTLE
TO: A


SECRET PATH
From: Lake
PIXIE'S CAVE
Hidden Entrance

The current will push you and a big rock through the passage. Use the rock to plug the hole the Turtle was in.

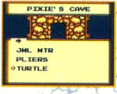
You won't see the passage until the Turtle reveals its location. Use the Look command to find it.

PIXIE'S CAVE

The Pixie's Cave will be a treasure trove of information about your quest. Visit the middle and left Pixie Rooms, then talk to the Elder in the upper right room.

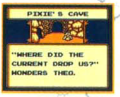
Pull the Plug

Once inside the cave, you'll find a Turtle trapped in a hole. Take him to the lower right room, and he'll tell you about a secret passage that leads to the Pixie Elder. Look around the chamber to uncover it.


PIXIE' S CAVE

JWL WTR
PLIERS
○TURTLE

Theo the Plumber


PIXIE' S CAVE

"WHERE DID THE CURRENT DROP US?" WONDERS THEO.

Freeing the Turtle will cause a strong current to form in the cave. The resulting whirlpool will sweep you away when you try to visit the Elder. Maybe that loose rock will come in handy.

Meet the Elder Pixie

After you repair the hole, return to the lower right room and take the passage to the Elder. He'll give you valuable information and change the Jewel of Water into the Bell of Water. When you return to the surface, the Turtle will offer to take you across the Lake to Rod's Woods.

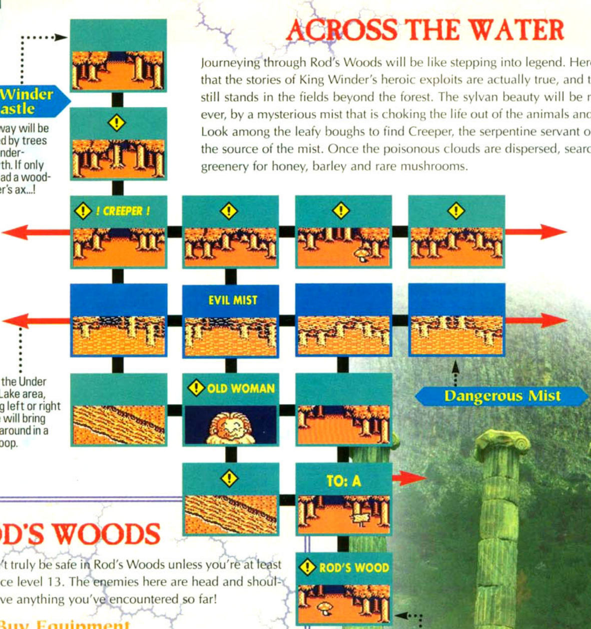
ELDER' S ROOM

LAKE

○THE OTHER SIDE

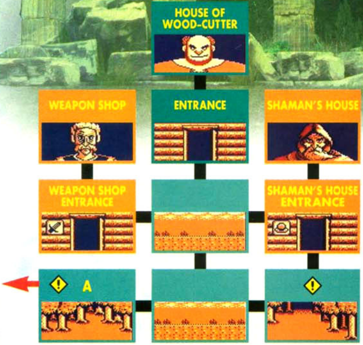
ACROSS THE WATER

Journeying through Rod's Woods will be like stepping into legend. Here you'll learn that the stories of King Winder's heroic exploits are actually true, and that his castle still stands in the fields beyond the forest. The sylvan beauty will be marred, however, by a mysterious mist that is choking the life out of the animals and plants alike. Look among the leafy boughs to find Creeper, the serpentine servant of Zakdos and the source of the mist. Once the poisonous clouds are dispersed, search among the greenery for honey, barley and rare mushrooms.



The way will be barred by trees and undergrowth. If only you had a woodcutter's ax...!

Like the Under the Lake area, going left or right here will bring you around in a big loop.

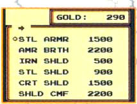


ROD'S WOODS

You won't truly be safe in Rod's Woods unless you're at least experience level 13. The enemies here are head and shoulders above anything you've encountered so far!

Buy Equipment

The arms that have served you so well will suddenly become woefully inadequate. Use your cache of Coins and gold to outfit yourself in high (and protective) fashion. Though not the most expensive, the Crystal (CRT) equipment is the best you'll find here.



GOLD: 290

STL ARMR	1500
AMR BRTH	2200
IRN SHLD	500
STL SHLD	900
CRT SHLD	1500
SHLD CMF	2200

The Battle Is Joined

You won't fare too well during your encounter with Creeper, but just when things are looking dark, a new ally will join the fray. Bogi is a monster hunter by trade, and he'll be very handy to have around in the days ahead.

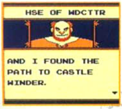
ROD'S WOODS

"HEH, HEH, HEH! SO, YOU OPPOSE THE DARK KING...

BOGI

"YOU WON'T BE DINING ON THESE TRAVELERS TODAY, WICKED BEAST!"

Open the Way



HSE OF WDCTTR

AND I FOUND THE PATH TO CASTLE WINDER.

ROD'S WOODS

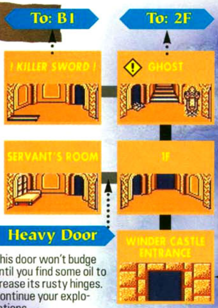
MOVE GOLD: 1043

LOOK ITEM
OPEN MAGIC
HIT POWER

The way to Winder Castle will still be blocked after your battle with Creeper. Visit the woodcutter for a helping hand.

WINDER CASTLE

The ghost of the ancient hero, King Winder, once again inhabits the halls of his castle. This noble warrior imprisoned Zakdos over 500 years ago, and the demon's escape has awakened his spirit. King Winder looks to you to take up his cause, but you must first pass his test. If things get rough, use the bed in the servant's quarters to regain some HP. You can also Teleport back to Riccar Castle for a quick fill-up of HP and MP.



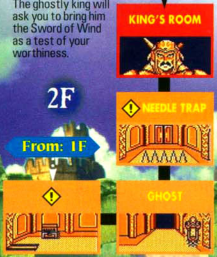
Heavy Door

This door won't budge until you find some oil to grease its rusty hinges. Continue your explorations.

From: Rod's Woods

King's Order

The ghostly king will ask you to bring him the Sword of Wind as a test of your worthiness.



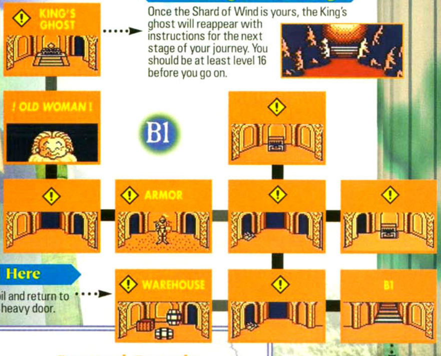
From: 1F

Not Yet

If the needle trap is still activated, you won't be able to enter this chamber. Get the oil from floor B1, grease the heavy door and speak to the spirit in that room. He'll open this passage for you.

To: Underground Passage

Once the Shard of Wind is yours, the King's ghost will reappear with instructions for the next stage of your journey. You should be at least level 16 before you go on.



Get Oil Here

Grab the flask of oil and return to the room with the heavy door.

From: 1F

WINDER CASTLE

You'll be dogged at every step by foes that are not only resistant to magic, but also well-versed in its use. Frost, Anti-Magic and Bolt will be Mute's best offensive choices.

Audience With the King

The first thing you'll find is a door that's rusted shut. Venture into the basement for some oil, but don't bother exploring beyond the warehouse. Open the rusted door and speak to the spirit. He'll deactivate the needle traps upstairs so you can visit King Winder. The royal phantom will send you back to the basement to retrieve the Sword of Wind as a test of your prowess. If you return with the prize, he'll give you the key to the room that houses the Shard of Wind.

WAREHOUSE

SMELLS LIKE OIL...

WINDER CSTLE· 1F

THEO OPENED THE DOOR.

SERVANT'S ROOM

WELCOME. I'LL TURN OFF THE TRAP SO YOU CAN SPEAK

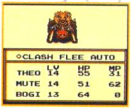
Spectral Swords

→
BLIND
○FROST
GRANITE

King Winder conjures up a squadron of Ghost Swords to bar your way. A Frost spell and a few well-placed sword thrusts will put a Ghost Sword on ice, but they won't disappear completely until you finish your task. Fortunately, you'll get to keep the Sword of Wind as a reward for your valiant effort!

Wicked Witch

When you Use the Silver Key, the old woman you ran into in the forest will suddenly pop up. She's not a kindly granny at all, but is actually another of Zakdos's sinister servants. Don't let her take the Shard!



○CLASH FLEE AUTO

	LV	HP	MP
THEO	14	55	31
MUTE	14	51	62
BOGI	13	64	8

King Winder reveals that Zakdos seeks to unite the Shards and recreate the Worldstone, a gem of unspeakable power. Your task is finally clear, and it's up to you and your companions to bring down the demon and restore Hope to the kingdom of Riccar!

STRATEGY

BREATH OF FIRE II

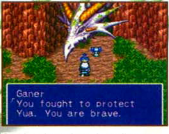
If you like drama, action, intrigue and lots and lots of little details, then Breath of Fire II from Capcom might be just the thing to fill in the empty slots in your busy summer schedule. As the temperature begins to soar, so will your imagination!

BREATHE EASILY

As usual, we'll start off this month's column with the answers to some of the FAQs we've received, focusing this time on Capcom's Breath of Fire II. We've discussed some of these questions in past issues, but many of these situations fit into larger ongoing events in the game, and many readers have asked for more details. We'll be covering some familiar ground but, hopefully, we'll be able to give you a better understanding of how some events fit into the "big picture."

Multiple Endings

The first FAQ actually pertains to the last events in the game. To see the "worst" ending of the game, go to the town of Gate and speak to the White Dragon, who is really your long-lost mother. She'll give you the choice of either completing your quest and destroying Deathevn (after all this trouble, why *wouldn't* you?!), or turning your back on the world. If you walk away, you'll see the worst ending. To see the average ending, defeat both the Old Man (in reality, your father) and Guardeyes at the battle of Evrai, then go on to defeat Deathevn. If you've already completed the game, chances are this is the ending you've seen. To see the best ending, do not defeat the Old Man at Evrai. After the battle, you'll automatically appear at TownShip. Fetch Eichichi from Guntz and bring him here, if you haven't already. He and your father will build a machine that will enable TownShip to fly. After that's done, confront Deathevn for the final showdown.


Ganer
'You fought to protect Yua. You are brave.

Sparing the rod won't spoil your father. It will actually do him a lot of good!

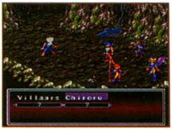
Hunting & Fishing

If you're low on cash or you need a quick pick-me-up, you can hunt or fish for food. To hunt, place Bow or Katt at the head of the party and search for a bush or patch of tall grass. Push the Y Button to attack with your staff or bow and arrow. If luck is with you, you'll collect an HP-restoring Roast or Egg. To fish, place Ryu at the head of the party and search along the shore of a lake or ocean. When you see fish jumping out of the water, equip a fishing rod and bait. Press the Y Button to cast your line and press the A Button to reel it in. The better your rod, the better your chances of catching something. If you do catch a fish, highlight it on your subscreen. The computer will tell you whether the fish is good to eat (it will restore some of your HP), or if it would be better to sell it for gold.

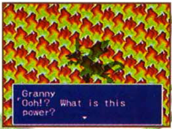
Hunting and fishing can net you some nutritious bonuses.

The Casino

A particular sequence of events must be set in motion in order for the casino to be built, which is probably why so many players have not been able to find it. At one point, you'll discover that there is an invasion of monsters in the catacombs beneath the town of Capitan. After you defeat Terapin in the well, walk down to find Ray. He'll hold back the flood with a magical shield while you save the villagers. As you battle to free the villagers, be sure to target the monsters that are attached to their faces and not the villagers themselves. After the rescue operation is completed, go back to Niro's Hut, placing Sten at the front of your party to cross the gap south of Windia. Select Nina to receive either the Cure 2 or Renew spell, then return to Capitan. Place Ryu at the front of your party and talk to Sana. She'll lead you to the house she shares with Granny. After their house is accidentally burned down, return to Capitan and talk to the fellow in front of the Inn. You'll automatically be transported back to Niro's Hut. Talk to Sana and Bow, then return to Capitan. Talk to the carpenter in the upper right house. He'll start building a new house next to Niro's Hut. This will actually be part of the construction of an entire town,

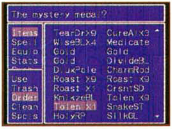


In the well, use the Control Pad to move your cursor onto the monsters before you attack.


Granny
'Ooh!? What is this power?

An experiment gone awry will awaken a fearsome dragon.

which will be christened TownShip. Once construction of the town is complete, the carpenter and his wife will start a gambling casino. Use your special Tolen currency to bet on various games of chance. If you win, you'll get useful items in return.



Tolen can be used only in the casino and cannot be traded in the other shops for gold.

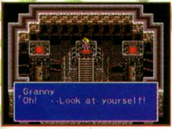
How Do I Get Into...?

As you've probably found, some events are dependent upon your completing a task or fulfilling some sort of condition. If you can't enter a particular town, chances are you've got some unfinished business elsewhere in the world. The chart below shows what you need to do to get into these locations at key points during the game. If you still can't get into the places shown on the chart, make sure that you're approaching during the daytime. If you can't get into a pit, it's probably because Nina is at the head of the party, and her flying ability is preventing you from falling.

Place	Conditions for Entry
CotLnd	Place Katt at the front of your party and press the Y Button
Evrai	Have the Great Bird
Gate	Have the Great Bird
Highfort	Have the Whale, place Sten at the front of your party
Simafort	Place Jean at the front of your party and press the Y Button
ThvsTomd	Talk to Tiga at CotLnd first
Tunlan	Have the Whale
Windia Castle	Visit FarmTown first, place Nina at the front of your party

Recruiting the Shamans

The Shamans are magical beings that can merge with your party members to change their abilities and appearance. The only place you can merge with the Shamans is at Granny's House in TownShip. Not all combinations will produce an effect. We've found some effective combinations (see the next FAQ), but you'll need to experiment to see which combinations will be the most useful for you. A single Shaman can merge with only one character at a time, but up to two Shamans can merge with the same character. The bottom chart shows where and how to find all of the Shamans.



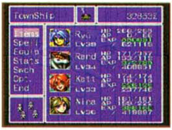
Granny
Oh! ...Look at yourself!

Try different combinations and test your new abilities in battle.

Shaman	Location & Conditions
Sana - Fire Shaman	In Capitan, in front of the Inn after you talk to Ray at TownShip
Seso - Water Shaman	In the Witch's Tower after you defeat Nimufu
Spoo - Wind Shaman	In the SkyTower
Solo - Earth Shaman	In FarmTown; appears in a field near Rand's mother's house if you donate a total of 2,000 pieces of gold at Namanda before you destroy Evrai
Seny - Holy Shaman	In Bando after you destroy Evrai; go down into the dungeon and enter the first door
Shin - Devil Shaman	In Infinity (also known as Deathevn's Lair); after all of the gates in the town of Gate have been opened, enter the left one

What's the Best Party to Have?

This is one of the questions we've discussed before, but it's also the most frequently asked question, so here's the answer again, with just a bit more detail. The party with the best mix of physical and magical powers is composed of Ryu, Rand, Katt and Nina. If you're looking for optimum battlefield advantage, arrange your party in the Parallel combat formation. As for Shamans, we've found some combinations that will yield interesting results. Try merging Rand with Seso and Solo, Katt with Sana and Shin, and Nina with Spoo and Seny. Ryu will get along just fine without further enhancements. Keep in mind that while these characters will pack the most punch on the battlefield, you must have other characters in your party from time to time to perform certain tasks or fulfill particular conditions to allow you to progress further.



You may be able to finish the game most quickly with this party.

The "Onion Guy"

Many players have been asking about the little onion-like creature at the top of the status screen. He's actually your "monster radar." If the creature is sleeping, there are no hostile monsters in the immediate vicinity. If he's dancing around, you'll run into a random battle sooner or later. The more active he is, the more monsters there are around. He'll come in handy in several situations where you must destroy all the monsters in an area, such as when you're rescuing the villagers beneath Capitan and when you're clearing out the infection in Queen Tunlan's bloodstream.

The creature's dancing will indicate the number and strength of nearby enemies.

Bo & Karn's Island

If you travel directly south from Evrai or north from Windia, you'll find a small island with a single dwelling. This is where Bo and Karn, two adventurers from Breath of Fire, live in peaceful retirement. As far as we can tell, there's nothing significant to do or discover on Bo and Karn's Island, at least that relates directly to your quest. It is a good place, however, to build experience levels.

THE PRINCE

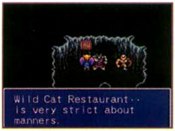
Now we'll discuss some of the more complex situations in BOF II, starting with helping Jean regain his rightful place as Prince of SimaFort. Most players manage to follow the chain of clues and events to SimaFort, but that's where things really get complicated, so we'll start from that point.

Royal Conspiracy

When you enter SimaFort, Jean will be accused of being an imposter and will be thrown in jail. Jean's sister, the Princess Petape, will then give you Gills to enable you to breathe underwater. Exit SimaFort and go right and up. Enter the cave and make your way to Jean's cell. After you defeat the guard, Jean will tell you about his Royal Ring. It can help prove that he's the real prince, but he gave it to the witch, Nimufu. Armed with this information, your course is clear. Retrace your steps and talk to everyone in SimaFort, then go back to the Witch's Tower. You'll find that Nimufu is out for the evening, so follow her westward to the infamous Wild Cat Restaurant.

Bowling For Dollars

Once inside the restaurant's entrance, just follow the passage. Obey the directives on the signs that ask you to remove your weapons, armor, etc. At the end of the tunnel, you'll find yourself on a huge griddle. This is where you'll face Wildcat, the owner, head chef and chief bouncer of the establishment. This culinary creep has 600 HP, but a few well-placed S. Boom or IceDrgn spells should fry his bacon! After the battle, walk up and enter the dining room. There's no time to sample the fine cuisine, though, so barge straight into the rest room and confront Nimufu. She'll toss the Royal Ring into the toilet, and you'll have to dive in after it! Follow the ring until you recover it. Climb out and journey back to SimaFort.

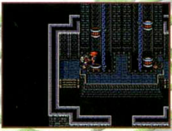


Wild Cat Restaurant··
is very strict about
manners.

You'll get your weapons and armor back when you leave.

The Challenge

When you return the ring to Jean, you'll automatically appear before the king. Since Petape knows her brother is a gourmet chef, she'll propose that they hold a cooking contest to prove once and for all which one of the claimants is the true prince of the realm.



It will take a moment or two for the conveyor belt to start.

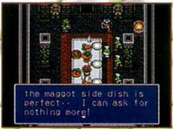
You'll have to rustle up some ingredients fast! You'll need to make your way to the catacombs below the castle to collect the rare insects needed for Jean's recipe, and the entrance is actually up on the roof. Take the right staircase behind the king's throne to Jean's old room. Flip the switch on the back wall and climb the stairs to the roof. Help the soldier, then go down to the courtyard and talk to the soldier's girlfriend, who is modeling for a painting. Go back up to the roof and get the key from the soldier. Unlock the door and hop on the conveyor belt leading downward.

Grade-A Prime Ingredients

You must now find and defeat the insects you need for Jean's specialty, Gold Fly Pudding. Go down one level and go through the door on the left. Go left and up through the doorway to find the Golden Fly. It will fly away after you defeat it, but don't worry. Go right and walk up through the next five doorways and defeat the G. Roach. After you capture it, retrace your steps to the spot where you fought the Golden Fly, then take the left path. Go up until you find the Golden Fly again. It will flee a second time. Now follow the path up, left, down and right to the J. Worm. Defeat it to add it to your inventory. Now retrace your steps to the spot where you fought the G. Roach, and you'll finally retrieve the Golden Fly.

The Great Pretender

With the ingredients in hand, go to the castle dining room and talk to the frog that's standing there. The contest will unfold automatically, but the taste test (not to mention the food!) won't go down as well as you might like. In fact, Petape will run off and try to blow up the castle! From the dining room, go up, walk down the stairs and go into the bathroom on the right. Hit the switch on the right wall to go down. When you stop, go through the right wall to enter a secret area. Go right and up through a doorway. Here you'll find that the royal pretender is really the monstrous Kuwadora! He has 1,700 HP, but if you're party is at least level 17, you shouldn't have any problem putting him away.

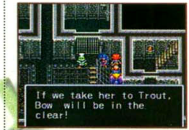


the maggot side dish is
perfect·· I can ask for
nothing more!

Gold Fly Pudding is definitely an acquired taste!

The Cooks and the Thief

By exposing and trouncing the imposter, not only *will you* restore Jean's title, but you'll also be able to tie up a loose plot thread that's been dangling for most of the game. The King of SimaFort will give you anything you want in the castle as a reward for your efforts, but the real payoff is in the kitchen. If you visit the royal chefs, they'll turn over Patty, the whiny thief who has been on the run for stealing Trout's treasure. With Patty in tow, you'll now be able to clear Bow's name!



If we take her to Trout,
Bow will be in the
clear!

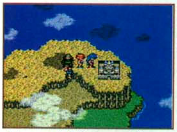
With your business in SimaFort complete, take Patty to Trout.

MUSIC & MEDICINE

After Bleu and Spar join up, you'll enter a sequence of events that culminates in your being shrunk to microscopic size to battle a deadly disease that is afflicting the Queen of Tunlan! First of all, though, you'll need to retrieve a Flute from the town of HighFort, and this is an adventure in itself.

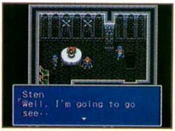
On Your Way

After you defeat M.C. Tusk, place Spar at the head of the party and journey south of SimaFort. Search the woods to find the Wise Tree. He'll ask you to go to Tunlan to borrow the Therapy Pillow, which will help him determine what's killing the forest around Gate. You won't be able to communicate with most of the people in Tunlan, but the man standing by the stairs to the left of the Inn will tell you that a Flute from HighFort will act as a translator. Make your way to HighFort with Sten in the lead. When you arrive, you'll find that Sten used to be the chief of HighFort castle. With this revelation, Sten will leave the party. Enter the castle and talk to Shupukay. Instead of extending a polite welcome, he'll literally pull the rug out from under you!


After you visit Tunlan, you'll be diverted to HighFort.

On Your Own

The scene will shift to Sten, alone somewhere in the castle. Your mission now is to regroup with your companions. Make your way up and confront Trubo. After you defeat him twice, you'll find yourself at the bottom of a tower. Trubo will enter the tower and send you off in the opposite direction. Go left across a bridge, up across a bridge and enter the door. Go up the stairs, then left and up through the door. Go right, down, right and up the next two flights of stairs. Go up and take the stairs on the right. Go up the next flight. Go up and take the second staircase from the right (not the one on the end). Go up the next flight. Walk left, down, left, up and right. Go through the top right door. Step on the red teleporter pad. Walk down and take the stairs. Walk left and down the stairs. Go up and step on the red teleporter pad. Go through the center doorway and the one beyond. Walk up and take the door on the right. Go up through the door to find the princess. You'll then fall into a pit and join up with your friends.


Sten
'Well, I'm going to go
see··

Sten will have to take on Trubo all by his lonesome.

A Long and Winding Road

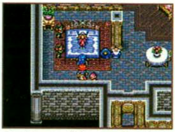
Now, walk up through the door, then take the top door to enter the maze. Go left all the way, up all the way, right all the way, down, right all the way, down, left, down, left, down, right, down, left, up, left, down and right. Now take the first path going up, then go right, up, left, down, left and up the stairs to the next level. Walk up all the way, right all the way, down, right, down all the way and left all the way. Take the first path up, then go right, down, right all the way, up, left, down, left, up, left and up the stairs. Walk up and step on the top teleporter pad.

Portal & Shupukay

Walk up to find the creature known as Portal. You should be at least level 27 to beat down his doors. After the battle is over, go up through the door and up the stairs. Walk left and up the stairs. Go down, right, up and up the stairs. Walk left and up the stairs. Go up the right staircase. Walk down, left and up the stairs to reach the princess and Shupukay. Your best bets against him are your Fireball and IceDrgn spells. Once Shupukay is no more, the princess will give you the Flute in gratitude, but as a consequence of these various catastrophes and upheavals, you'll never be able to enter HighFort again. There will be no time for regrets, though, as you head back to Tunlan to get the Therapy Pillow.

The Ailing Queen

You'll now be able to communicate freely with the Tunlan citizenry. Talk to everyone in town to learn about Gedd. Place either Katt or Nina at the head of the party and head for Mushroom Island, which is north of Hometown. Bring Gedd to Tunlan and speak to the Queen. She'll agree to give you the Therapy Pillow, but you must first cure her illness. Gedd is confident he can help, but you must go back to Mushroom Island to gather ingredients.

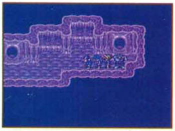

The Queen will give you the pillow, but only if you help her first.

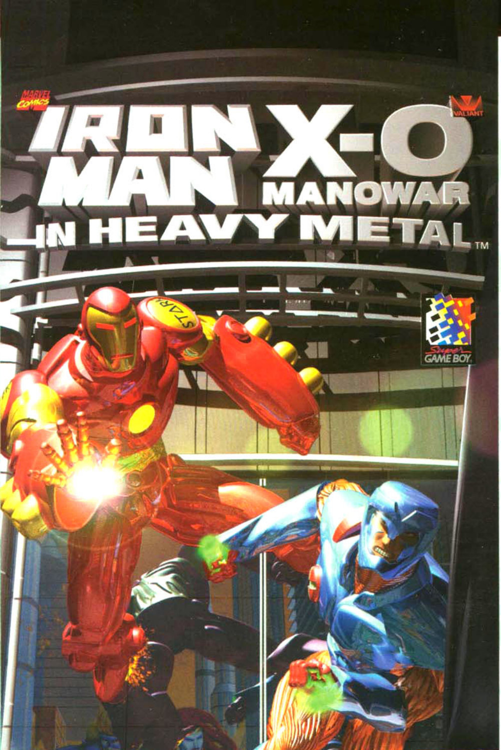
Mushroom Medicine

Back on Mushroom Island, Gedd's assistant will tell you to look for a specific mushroom. From Gedd's chamber, go down through two caves. Place Sten at the front of the party and walk to the left three times. Go up and enter the cave. Go up, right, up, right and down through the door. Walk to the right until you reach another cave. Go on in. Walk up and left along the top and down through the door. Go up the mountain and cross to the right. Pick the mushroom on the far right. You'll automatically appear back in Gedd's chamber. Open the chest to get the Mirror, then return to Tunlan.

Incredible Voyage

Instead of brewing up a tonic to give to the Queen, Gedd whips up a potion for you. His concoction shrinks you down to microscopic size so you can enter the Queen's body and clean out the disease yourselves! You must defeat all of the microbes in each section of her body. Use the monster radar to alert you to any nearby bacteria. Keep on fighting until Gedd tells you that everything is "perfect." Use the Mirror to exit the Queen's body. If you leave and come back, you won't have to defeat all of the microbes over again, just the ones left over from the previous visit. Once the Queen is cured, you'll be transported out of her body automatically. You can now get the Therapy Pillow from the Tunlan treasury and hightail it back to the Wise Tree, just in time to tackle the next crisis!


Your "monster radar" will help you keep track of your progress.

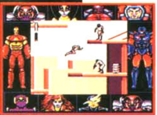


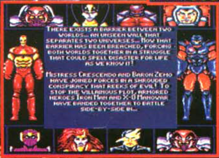
IRON MAN X-O MANOWAR IN HEAVY METAL™

A dimensional gateway has opened between two worlds, uniting Mistress Crescendo and Baron Zemo in a common, heinous cause: the total domination of both their universes. It will take the combined armored might of Iron Man and X-O Manowar to shatter their dreams of conquest and restore the dimensional barrier. The fate of two universes hangs in the balance!

SHOW YOUR METAL

Acclaim has teamed up with Marvel and Valiant comics to bring you Iron Man X-O Manowar In Heavy Metal, a hard-hitting side-scroller for the Game Boy. This game and its comic adaptation mark the first meeting of these metallic men-at-arms, and when they come together, the sparks fly! There are 15 levels of armored action and three levels of difficulty. While there's little to distinguish Iron Man and X-O visually, their unique powers add spice to the game play. This game also marks Acclaim's first foray into the Super Game Boy arena, and it exploits the format to its utmost. The border is beautifully rendered and colored, and the standard palettes are some of the best we've seen.





THERE EXISTS A BARRIER BETWEEN TWO WORLDS... AN UNSEEN WALL THAT SEPARATES TWO UNIVERSES... NOW THAT BARRIER HAS BEEN BREACHED, FORCING BOTH WORLDS TOGETHER IN A STRUGGLE THAT COULD SPELL DISASTER FOR LIFE AS WE KNOW IT!

MISTRESS CRESCENDO AND BARON ZEMO HAVE JOINED FORCES IN A SHROUDED CONSPIRACY THAT REEKS OF EVIL! TO STOP THE VILLAINOUS PLOT, ARMORED HEROES IRON MAN AND X-O MANOWAR HAVE BANDED TOGETHER TO BATTLE SIDE-BY-SIDE IN...

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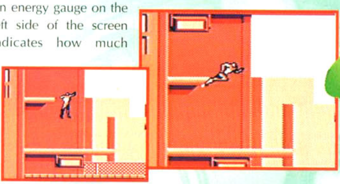
X-O Manowar TM & © 1996 Acclaim Comics Inc.

MODERN KNIGHTS IN HIGH-TECH ARMOR

Tony Stark. Millionaire industrialist and inventor of the awesome Iron Man armor. Aric of Dacia. A man thrust out of his own time and master of the alien X-O Manowar suit. They're two of the most powerful heroes in either universe, and their abilities are yours to command. You can select either character at the beginning of each level, and depending on the obstacles you encounter, your choice may help or hinder your progress.

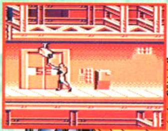
FLIGHT MODE

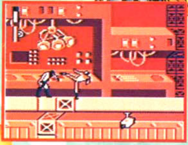
Both sets of armor are equipped with propulsion systems that enable the wearer to fly. Press the A Button to jump, then press Up on the Control Pad to activate your boot jets. An energy gauge on the left side of the screen indicates how much flight time you have left. You can use the Control Pad to steer in most any direction, but pressing straight Down will deactivate your jets and cause you to fall. The jets will also shut off automatically when you run out of energy, but it will take just a few seconds to recharge your solar cells for another flight.

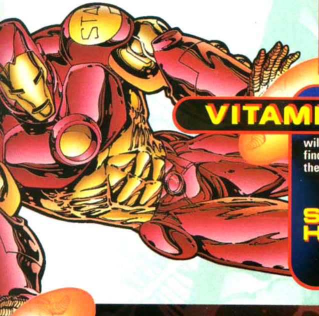


WEAPON SYSTEMS

Iron Man's chief weapons are electromagnetic repulsor beams, while the X-O armor (what Aric refers to as his "good skin") packs twin ion cannons. Press Y to fire single blasts, hold Y for sustained bursts and press Up or Down while firing to angle your shots. If you like to get up close and personal, you can pick up and throw objects or enemies by standing next to them and pressing Up and then the Y Button. You can also execute secondary attacks (a high kick for Iron Man and an overhead slash with an energy staff for X-O) by pressing Up.



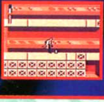


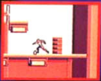


VITAMINS & IRON

The energy gauge at the top left corner of the screen monitors your armor's integrity. If it reaches zero, your armor will self destruct...with you in it! Defeat enemies and break open storage canisters to find spare energy cells to replenish your armor's reserves. The larger the energy cell, the bigger the boost.

SMALL HEALTH

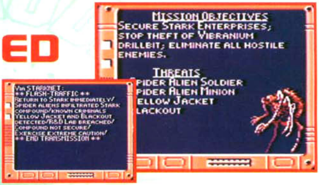




LARGE HEALTH

MISSION ONE: R&D LAB BREACHED

Mistress Crescendo and Baron Zemo have enlisted the help of other super villains and a corps of alien storm troopers in their bid for power. Their first target is the research and development lab at Stark Enterprises. Using an alien raid as a cover, Yellow Jacket and Blackout are attempting to steal a drill bit made from a rare element known as vibranium, which can withstand and block extremely high levels of radiation. There's no telling what their ultimate goal is, but stopping them is your first priority!



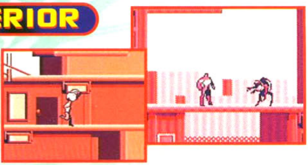
MISSION OBJECTIVES
SECURE STARK ENTERPRISES; STOP THEFT OF VIBRANIUM DRILLBIT; ELIMINATE ALL HOSTILE ENEMIES.

THREATS
PIDER ALIEN SOLDIER
PIDER ALIEN MINION
ELLOW JACKET
LACKOUT

VIA STARKNET:
** FLASH-TRAFFIC **
RETURN TO STARK IMMEDIATELY/
SPIDER ALIENS INFILTRATED STARK COMPOUND/KNOWN CRIMINALS YELLOW JACKET AND BLACKOUT DETECTED/R&D LAB BREACHED/
COMPOUND NOT SECURE/
EXERCISE EXTREME CAUTION/
** END TRANSMISSION **

LEVEL ONE: SECURE EXTERIOR

Your first task is to secure the perimeter around the lab complex. The rooftops and pathways are crammed with Spider Aliens, but your superior weapons will make short work of them. Accustom yourself to your armor's abilities, especially the flight mode. You can fire while in flight, but setting up your shot can be tricky. The Spider Alien Soldiers will offer little resistance while the Spider Alien Minions try to grab you and drain some of your energy reserves.

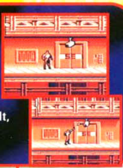


LEVEL TWO: PROCEED WITH CAUTION

Yellow Jacket and Blackout have broken through to the inner vault and are trying to crack its computer lock codes. While they've been unable to retrieve the drill bit as yet, they've managed to turn the main security systems against you. You'll have to wind your way through a maze of corridors, elevators and service ducts to reach the felonious duo, battling aliens and security robots the entire way. Press Up to activate the elevators.

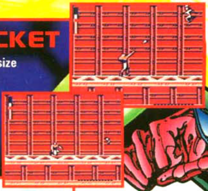
SECURITY CAMERAS

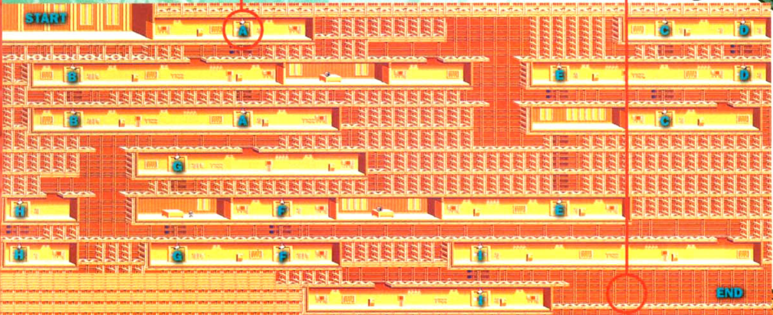
Destroying the security cameras will make the going easier. If you don't, Yellow Jacket and Blackout will track your progress and send out reinforcements. Once you reach the vault, Yellow Jacket will delay you while Blackout escapes with their prize.



YELLOW JACKET

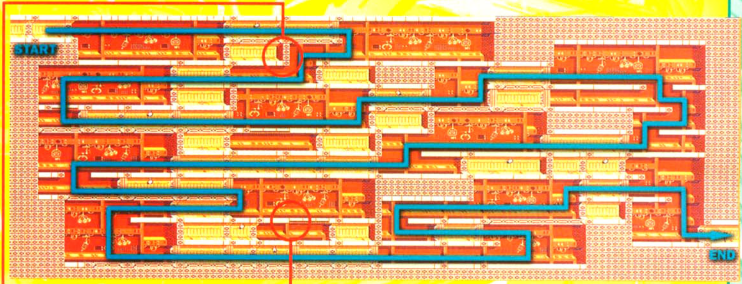
Yellow Jacket can shrink to the size of her namesake, but she must revert to normal size to fire her bio-electric stings. Crouch down in a corner to escape her dive-bombing runs, then angle a repulsor or ion blast to take her down.





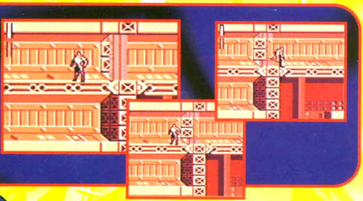
LEVEL THREE: STOP THIEF

This level ups the ante with more aliens, more robots and more danger. Floating electronic "eyes" monitor specific stretches of corridor, and their sensor-guided laser beams pack quite a wallop. Other obstacles will also put a strain on your armor, so uncover as many energy cells as you can. As with all the levels, you'll receive bonuses for the percentage of enemies defeated and power-ups collected, so take all the time you need. Blackout will eventually teleport away with the drill bit, but you'll soon have more important things to worry about!



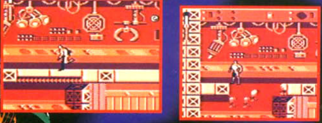
INSECURITY DOORS

Yellow Jacket is in custody, but Blackout has managed to elude you, and he's rigged the security doors on this level to crush you if you get near. The doors are impervious to your beams, so you'll have to sneak through them. The doors will open and close twice in quick succession, but they'll stay open a bit longer the second time. Wait for the second opening, then run through. If you're on a conveyor belt, face away from the doors and tap the Control Pad to keep from hitting them until it's time to move.



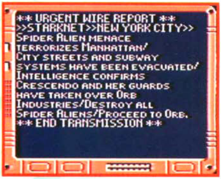
BREAKAWAY FLOORS

Blackout is gone, but he's left you with one last, parting shot. Some sections of floor on this level have been rigged to collapse under the weight of your armor. The fall won't hurt you, but you may find yourself dropping into the waiting arms and legs of a squad of alien antagonists. You can usually outrun a collapsing floor fairly easily, and you can also activate your boot jets while in mid-air by pressing Up on the Control Pad. Then we'll see just who has the drop on whom!



MISSION TWO: BUG HUNT

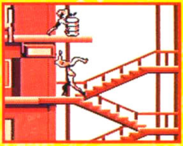
The alien invaders have been ousted from Stark Enterprises, only to take up residence at Orb Industries (the corporation that Aric controls) and most of Manhattan! Do the villains really have a target at Orb, or is this entire scenario just a diversion to keep you from pursuing Blackout and the vibranium drill bit? There's no time to figure it out as aliens run amok the length and breadth of the island. The safety of New York's citizens is paramount!



** URGENT WIRE REPORT **
>>STARKNET>>NEW YORK CITY>>
SPIDER ALIEN MENACE
TERRORIZES MANHATTAN/
CITY STREETS AND SUBWAY
SYSTEMS HAVE BEEN EVACUATED/
INTELLIGENCE CONFIRMS
CRESCENDO AND HER GUARDS
HAVE TAKEN OVER ORB
INDUSTRIES/DESTROY ALL
SPIDER ALIENS/PROCEED TO ORB.
** END TRANSMISSION **

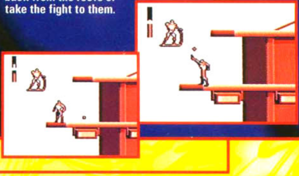
LEVEL ONE: CLEAN THE STREETS

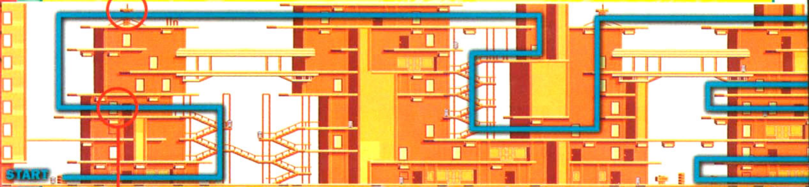
Faced with the choice of protecting the city's residents or pursuing a villain, you'll realize that there's really no choice at all. Your first task is to clear out the aliens at street level and along the rooftops. The aliens will be more aggressive than before and, in response to your attacks, will call out their dreaded Wolf Class troopers. These creatures are genetically engineered solely for combat, and you're going to have a fight on your hands!



SKY RAIDERS

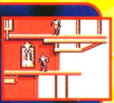
You can run up and down the fire escapes, but it's much more efficient for you to jump or use your boot jets to reach the high ground. Once on the rooftops, you'll run afoul of Mistress Crescendo's personal guards. They're crack shots, and their anti-gravity platforms give them a tactical advantage the rest of your foes don't have. You can strike back from the roofs or take the fight to them.

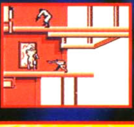




BROKEN GLASS

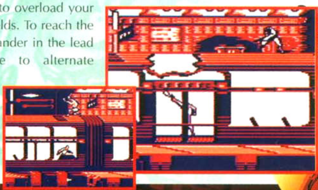
Alien troops have taken refuge within the buildings and are lying in wait for unsuspecting super-heroes like you! Approach any window cautiously. They'll come crashing through with little warning, so pause for a moment before you cross in front of one.





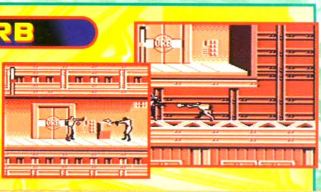
LEVEL TWO: TRAIN RIDE

Your efforts to clean out the alien infestation will be hampered by power outages, jammed emergency doors and sparking live-wires powerful enough to overload your defensive force-fields. To reach the Wolf Pack commander in the lead car, you'll have to alternate between traveling along the inside and outside of the train.



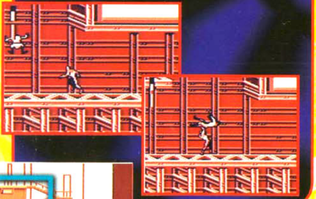
LEVEL THREE: ENTER ORB

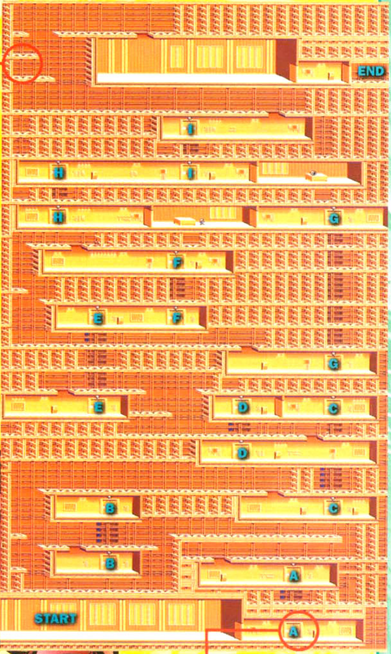
With most of the enemy troops routed, it's time to scope out the situation at Orb Industries. You'll find another maze of corridors and elevators crawling with storm troopers, air mines and security robots. You can chart your course on the map below. The darker areas indicate where each elevator shaft starts and stops. There are no major foes to contend with here, but the rank and file uglies will be work enough.

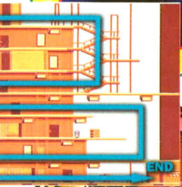


SURPRISE ATTACK

The aliens will begin to act more like their terrestrial counterparts, clinging to walls and skittering along the ceilings. They'll lie back in the shadows, then leap down as they become visible on screen. They'll also have developed some resistance to your weapons, so you'll probably be better off fighting in close quarters. Try to move in close and throw them at each other. You may take a hit or two, but you'll often fare worse if you try to trade laser fire with them.

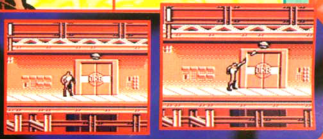






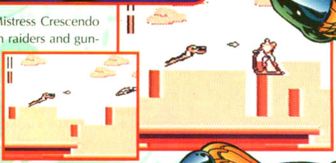
SPY EYES

Like Stark Enterprises, Orb Industries is equipped with automated defense systems that have been turned to more sinister purposes. Destroy all the "spy eye" sentries located next to the elevators before your adversaries spot you.

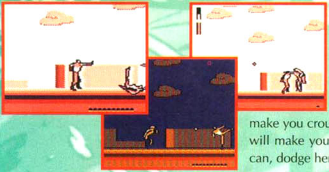


LEVEL FOUR: SEEK AND DESTROY

As the last infiltrators flee the Orb complex, you'll learn that Mistress Crescendo herself was at the head of the strike force. The skies will fill with raiders and gunships to cover her retreat. Use your energy weapons to cleave a path through the phalanx of enemy fighters. You can't line up straight-on with the enemies towards the top of the screen, so angle your shots upward from below. You can dodge the gunships, but the heat-seeking missiles they're packing are quite another story!

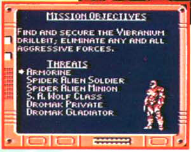


LEVEL FIVE: MISTRESS CRESCENDO



With her psycho-kinetic powers, Mistress Crescendo is capable of reversing all of your armor's control systems. When the screen colors reverse, so will your controller functions! Pressing Up will make you crouch, pressing A will fire your weapons, pressing Y will make you jump and so on. Re-orient yourself as best you can, dodge her shots and keep firing.

MISSION THREE: THE JUNGLE



MISSION OBJECTIVES

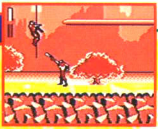
FIND AND SECURE THE VIBRANIUM DRILLBIT; ELIMINATE ANY AND ALL AGGRESSIVE FORCES.

THREATS

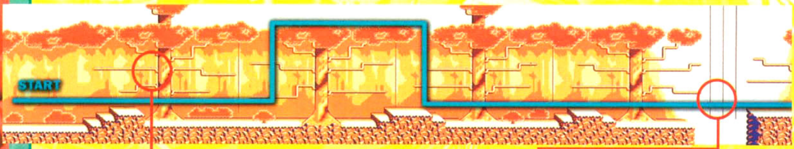
- ARMORINE
- SPIDER ALIEN SOLDIER
- SPIDER ALIEN MINION
- S. A. WOLF CLASS
- DROMAK PRIVATE
- DROMAK GLADIATOR

Once in custody, Mistress Crescendo gloatingly reveals that the drill bit is safely on its way to South America, but that's all you can get out of her. StarkSat sensors detect a vibranium signature heading south towards a remote volcano, as well as increased industrial activity in the region. You still don't know why the villains want the drill bit, but you've got a distinct feeling that you'll soon find out!

LEVEL ONE: FIND THE DRILLBIT

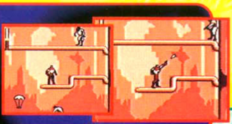


This is where the game really gets challenging, even on the Easy difficulty setting. The enemy ranks will be augmented by Dromak cyborgs and Armorine mercenaries, and they'll come popping out of the underbrush with no warning. Floating mines and airborne raiders are just two of the new obstacles you'll encounter as you soar over the treetops.



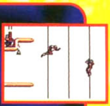
TREE CLIMBER

The undergrowth is so thick in some places as to be impassable, so you'll have to take to the sky again to proceed. Some of the branches are strong enough to hold your weight, and you can fire your energy beams through them.

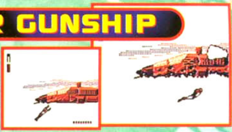


GAP JUMP

Scores of enemies are clinging to hanging vines, waiting for you to fly into weapons range. You can pick them off one by one or just blast on by.

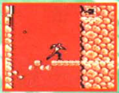


LEVEL TWO: HELICOPTER GUNSHIP



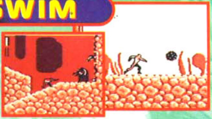
As you close in on your objective, the enemy will call in the big guns. This gunship is more heavily armored than the ones you've faced before, and it's ready to rock your world with dual racks of heat-seeking mayhem. Approach from below to stay out of its line of fire.

LEVEL THREE: VOLCANO



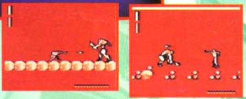
Your sensors show the vibranium trail leading into the caves beneath the volcano. This is one level where X-O's ability to hit overhead targets will come in handy. Expect hordes of enemies, laser gun emplacements and collapsing floors.

LEVEL FOUR: TIME FOR A SWIM



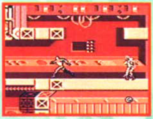
Once again, the X-O armor will serve you better in this situation. Even so, the water pressure will slow your reactions and decrease your boot jets' efficiency. Be especially wary of the floating mines and try to take them out at a distance. If they lock onto you, they'll just keep coming!

LEVEL FIVE: FIGHT ON



The Dromak Gladiator's armor rivals your own, but your boot jets will give you a key tactical advantage. His staff can deflect your bolts, so fly above him to draw his fire, then drop down behind him and cut loose. Dodge the boulders that rain down and shoot him when the platforms collapse.

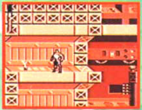
MISSION FOUR: ZOLA CASTLE

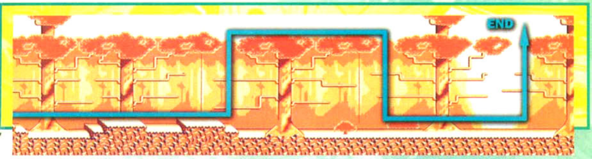


New intelligence reports reveal the true nature of Zemo and Crescendo's plot: to use the drill bit to uncover the Cosmic Cube, a fabled extraterrestrial artifact. Like the genies of legend, the Cube can grant any wish and give its user god-like power!

LEVEL ONE: THE COSMIC CUBE

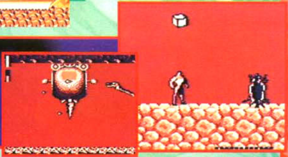
Zemo is now holed up with his remaining allies, Blackout and Arnim Zola, at a castle constructed over the dig site. You'll have to wade through a cadre of alien assassins and genetically engineered mutates created by Zola. The Iron Man armor will be a better choice for this and some upcoming levels.





WHAT'S LEFT?

The final stages of the game will take you deep within the villains' stronghold in a race to retrieve the Cosmic Cube before they can. The greatest dangers still lay before you, not the least of which is Baron Zemo himself!



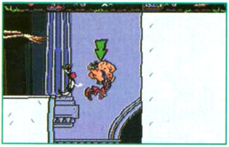
COUNSELORS' CORNER

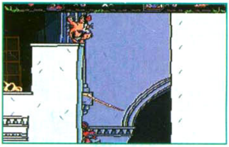
AAAHH!!! REAL MONSTERS

Marc Doyal

HOW DO I REACH THE GREEN ARROW IN LEVEL 3-2?

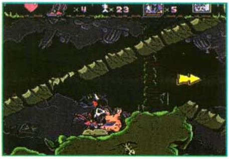
Bouncy bones and a springy sponge plant make it tough to reach the Green Arrow in Level 3-2. Stand on the right side of the ledge above the arrow and tap right on your Control Pad until you fall. As you tumble, you'll pass through the bones on the left wall and land next to the sponge plant. Walk past the plant to the Green Arrow. If you jump past the plant, you'll bounce all the way back up the hole.

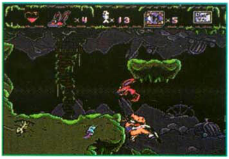

Springy bones and a sponge plant keep the monsters from getting to the bottom of this hole and the Green Arrow in Level 3-2.

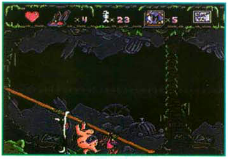

Tap right on the Control Pad until you fall off the edge and down the hole. As you fall, you'll barely miss the bones lining the left wall of the hole.

HOW DO I GET TO THE YELLOW ARROW IN 5-1?

The spinning Yellow Arrow in Level 5-1 is easy to spot but difficult to reach. Drop down the slide and fall to the left. After you land you'll find a path that slopes down and to the right. Take it and scoot down the two slides. When you reach the bottom, run to the left and bounce up along the steep slope by landing on the tires and springs in the ground. At the top you'll find a platform. Ride up the platform and walk to the right to a brown slide. If you don't touch any button after you start to slide down, you'll fall through a hole in the slide and reach the spinning Yellow Arrow.


If you want to hit this Yellow Arrow, you must drop through the hole in middle of the slide.


Run to the left and bounce off the tires and springs to reach the top of the steep slope.

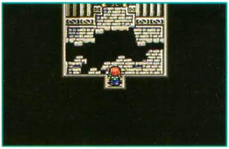

As you start to slide, don't touch any button the Control Pad so you'll fall through the hole.

LUFIA II: RISE OF THE SINISTRALS

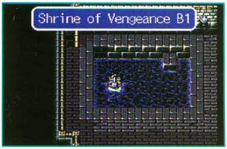
Tom Davis

HOW DO I ENTER THE SHRINE OF VENGEANCE?

You can't cross the broken floor at the entrance to the Shrine of Vengeance, but you can enter the ruins through a secret underwater entrance. When you return Dr. Kirmo's plans to him in his lab in Portravia, your ship will be converted into a submarine. Sail back to the Shrine of Vengeance and submerge over the dark spot in the water southwest of the shrine. You'll find the real shrine entrance there.



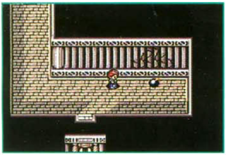
The Shrine of Vengeance near Barnan is falling apart. You can't walk across the broken floor.



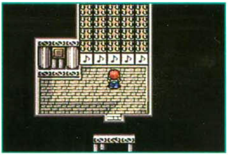
You'll find an underwater cavern linked to the shrine after you have the submarine.

WHERE IS THE DIVINE SHRINE DRAGON EGG?

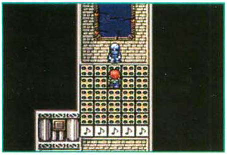
You can find a Dragon Egg here if you play five musical tiles in an ascending order from lowest to highest note. Use a bomb on the cracked wall on the Third Floor of the Divine Shrine. Inside you'll find a room with five musical tiles. The tile in the middle is the lowest note. When you step on it, a row of spikes on the floor will drop. When you play the notes in the right order, all the spikes will disappear. Walk up to the chest and claim your Dragon Egg.



Find the hidden room with the musical tiles by bombing the cracked wall on the third floor.



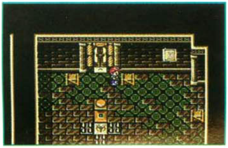
Step on the tiles from the lowest to the highest note to drop the rows of spikes on the floor.



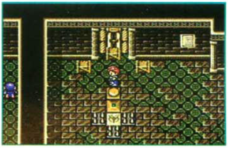
Once the spikes are lowered, fight the monster and walk to the chest to claim the Dragon Egg.

HOW DO I SOLVE THE LIGHTHOUSE CRATE PUZZLE?

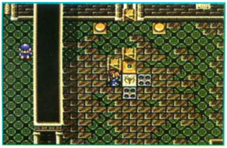
A magic spell locks the door in the right chamber on the first floor of the North Lighthouse. You can break the spell by covering the tile with one of three crates. Place a crate on both buttons at the top of the room. Instead of placing the remaining crate on the last button, place it in front of the door. This holds the portal open while you remove one of the crates from the right or left button. Place a crate on the middle button, then pick up the remaining crate and move it over the dark tile that was surrounded by spikes. The spell will be broken so you can enter the room.



Place two crates on the buttons at the top of the room to open this portal to a secret door.



Now place a crate in front of the door to hold the portal open. You're halfway there.



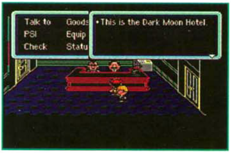
Place one of the crates on the center button, then move the other crate over the dark tile.

EARTHBOUND

WHY CAN'T I STAY AT THE MOONSIDE INN?

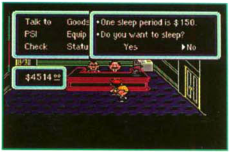
Yvette Kirby

You can stay at the Moonside Inn, but you need to know how to communicate with the natives. Everything in Moonside is the opposite of the other areas in the game, including the meaning of any conversations you have with the inhabitants. "Yes" means "No" and "No" means "Yes." So whenever you want to stay at the Moonside Inn, just say "No" to your host.



•This is the Dark Moon Hotel.

It is possible to stay in the Moonside Inn, but you must know how to speak like a native.

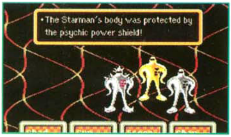


•One sleep period is $150.
•Do you want to sleep?
Yes ▶No

When you're asked if you want to stay at the Moonside Inn, just say "No." Have a good rest!

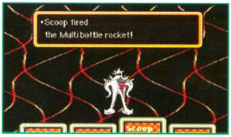
HOW DO I DEFEAT STARMAN DELUXE?

Starman Deluxe is the leader in of the Stonehenge Base. Ness and the gang run into problems fighting this bucket of bolts whenever they use a PSI attack. This is because Starman Deluxe's armor has a PSI Shield coating. Use your weapons instead. Jeff's Multi Bottle Rockets work best. Starman Deluxe has 1500 hit points, so your party levels should average at least 55. If Paula must use a PSI ability, use Lifeup to heal your party members. Finally, don't waste your time attacking the Starmen that assist their leader. They will disappear once you crash Starman Deluxe's circuitry.



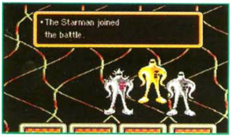
•The Starman's body was protected by the psychic power shield!

Starman Deluxe has a protective PSI Shield that reflects any PSI attack back on your party.



•Scoop fired the Multibottle rocket!

Multi Bottle Rockets work best against Starman Deluxe. Buy a few before your battle.

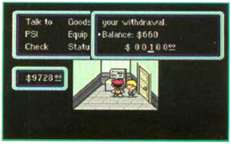


•The Starman joined the battle.

Ignore the Starmen that arrive to assist their leader. Focus your attacks on Starman Deluxe.

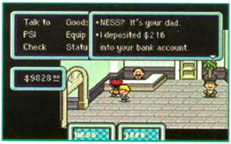
WHY IS MY BANK BALANCE WRONG?

Dad is never wrong about your bank balance, he simply tells you how much money you made since you last spoke to him. Still, some aspiring financial wizards become confused about their bottom line when they take money out before talking to Dad. Each time you defeat an enemy, money is placed in your ATM account. You don't have to tell Dad to add the money. For example, if you had a balance of $25 and you defeated an enemy worth $10, you would have $35 in your ATM account. Suppose you took $15 from the ATM. Then your account balance would be $20. If you called Dad on the phone, he would say, "I've added $10 to your account since we last talked. Your balance should now be $20."



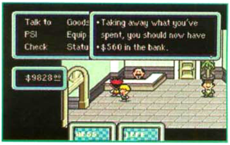
your withdrawal.
•Balance: $660
$ 00100.00

If you remove money from your ATM account before calling Dad, you might think he's wrong.



•NESS? It's your dad.
•I deposited $216
into your bank account.

Each time you defeat an enemy, Dad automatically deposits the money in your ATM account.



•Taking away what you've spent, you should now have
•$560 in the bank.

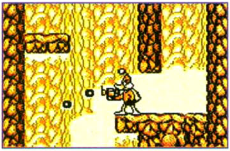
Dad tells you how much money he placed in your account, then gives you your ATM balance.

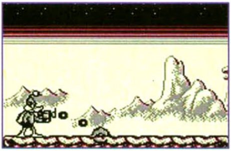
DAFFY DUCK: THE MARVIN MISSIONS

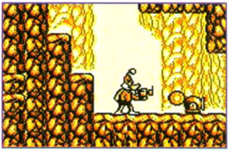
HOW DO I CHANGE MY WEAPON?

Martin Doyal

You need to earn ten points before you can change your weapon. You receive one point for every enemy you defeat. After picking up ten points, pause the game and press twice on the Control Pad in one of four directions: Up gives you the Laser Gun, Down arms you with the Big Bullet Gun, Left equips the Bouncing Gun and Right gives you the Rapid Fire Gun. Press the Select Button if you want to keep your original weapon or hit the B Button twice to restore all your health. Any time you enter a new area in the game, Daffy has his original weapon back in his arsenal.

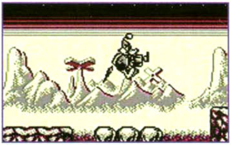

Daffy can switch to a new weapon each time he earns ten points by defeating enemies.

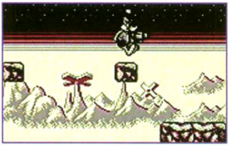

Whenever Daffy enters a new area in a stage, his weapon reverts back to his original ray gun.


While all weapons can dispatch enemies, most players think the Big Bullet Gun works the best.

HOW DO I MAKE AN EXTRA LONG JUMP?

To make extra long or high jumps, you'll need to tap the A Button rather than simply pushing it down. The length of your jump is controlled by your jet pack. Your jet pack has a limited amount of energy, which is indicated in the energy gauge. By using controlled bursts of energy, Daffy can jet across extra long gaps. These long leaps are easier to master if you have the Super Game Boy and a turbo controller.


You can jump extra high or cross long gaps if you tap the A Button rapidly. You must master this technique to make it to the end of the game.


The jet pack has limited pressure, so you need to watch your gauge. As your fuel pressure drops, look for platforms or rocks to land on.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

BREATH OF FIRE II

Q: What is the highest possible character level?
A: 99

Q: Is there a special reason that the Dragon Gem changes color on the text screen?
A: No, but it's fun to watch.

Q: What is a Tolen?
A: A Tolen is a special coin used in casinos. Sounds a lot like a "token," doesn't it?

KEN GRIFFEY JR.'S WINNING RUN

Q: Who is the best hitter in the Home Run Derby?
A: Griffey (who else?)

Q: Can I trade Griffey?
A: Nope. He's the only player in the game you cannot trade.

Q: Which teams are the best in the game?
A: The Braves, Reds, Indians and Mariners.

CENTIPEDE/MILLIPEDE

Q: When will I get an extra life?
A: You get an extra life every 12,000 points in Centipede and every 10,000 points in Millipede.

Q: Can I play a two-player simultaneous Centipede match?
A: Yes, but you can't do it if you're using the Super Game Boy adapter. You need two Game Boys linked together with a Game Link Cable and two Centipede/Millipede game Paks.

N64

EXCLUSIVE PREVIEW

MORTAL KOMBAT TRILOGY™

MORE KOMBAT

When all the Mortal Kombatants from history gather in one place to crown a new champion, you can bet that heads will roll and hearts will freeze. Nintendo Power takes an early look at Williams' Mortal Kombat Trilogy for the Nintendo 64. It is the last word in mortality.

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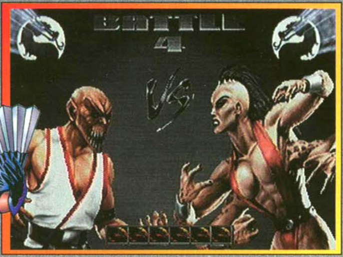
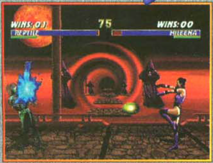
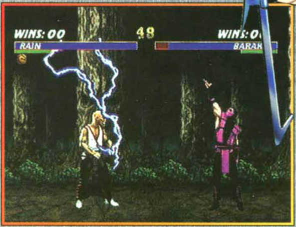
IF IT ITCHES, SCRATCH IT

If you have an itch for a new Mortal Kombat, the definitive fighter from Williams Entertainment will be available only on the Nintendo 64, probably as one of the first N64 games available this fall. Is this too much MK? That's a fair question with Ultimate Mortal Kombat 3 also being released this fall for the Super NES, but MKT has one thing going for it over all the other versions. It's the best. Mortal Kombat Trilogy has the best of the old and the best of the new in the ongoing MK series. Players will feast on a huge lineup of opponents, including all the characters from Mortal Kombat II and Ultimate Mortal Kombat 3.





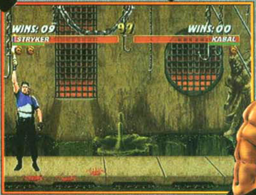
Hidden characters and several new characters will make appearances, as well, but Williams isn't saying who the new victims will be just yet. Expect new moves, new backgrounds, a game engine built on the Ultimate Mortal Kombat 3 model and better graphics than the arcade version of UMK3. If that's not enough to satisfy your itch, MKT will have new Kombat Kodes, stereo sound, and excellent options such as custom controller configurations for the N64. One player will battle through four towers of challenge in the Tournament mode and two players can square off with one fighter each or two characters in the four fighter mode. To recap, this humongous tournament fighter will have at least 29 favorite kombatants and characters such as Rain and Noob Saibot, who now have fighting roles. Expect three unnamed fighters plus an undisclosed number of special characters. You'll find at least 27 enhanced backgrounds, new fatalities and babalities, at least 70 new Kombat Kodes, more aggressive game play strategies, eight megabits of sound including new voices with no cut off and the best graphics of any Mortal Kombat game for either the home or

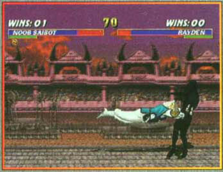


arcade. Now, if that's not enough to stop the itch, you'd better get some new skin.

NO PAIN, NO GAME

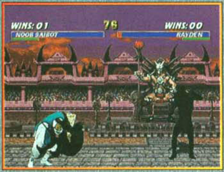
So, how is it possible to pack the 40 Megabytes of the arcade Ultimate MK3 and more into the 64 Megabits of the N64 Game Pak? Williams Entertainment didn't flinch or even blink when given the task of creating the definitive Mortal Kombat for the Nintendo 64. "It was an opportunity to create an MK version that was even better than the arcade versions," said David Schwartz, one of a team of just five developers at Williams who have been working on MKT since January of this year. "It was a chance to make the definitive 2D fighter." Of course, the game design started with the warlords of the arcade business, Ed Boone and John Tobias, who create their video game magic at Williams Industries in Chicago. As always, Ed and John created the characters' moves and new elements such as guest characters, new babalities and the two new stage fatalities never before seen in an MK game. (Rumor has it that there may well be four new stage fatalities in MKT.) Tobias' art is used throughout, but Mark May and Greg Miller, the artists at Williams Entertainment, have added enhancements wherever possible. "A lot of the changes from the arcade games are fairly subtle," added Mark Guidarelli, who helped program the game. For one thing, the backgrounds are more animated than before. They're also more interactive. Characters will be able to smash through some background objects. You'll be able to smash up from the main background area to a new area as you could in MK3, as well, but now you'll be able to smash up several levels instead of just one.



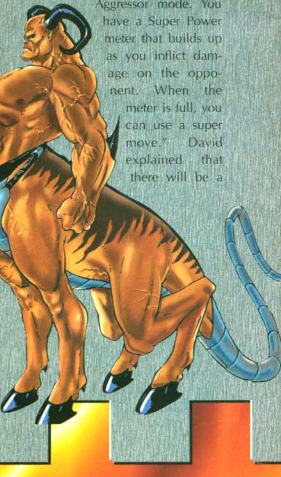


MORE WAYS TO MAIM

As for game play, MKT will be touted as the most balanced of MKs. The four towers are Novice, Warrior, Master, and Champion. In addition to a new look for the towers, there may be different paths for players to follow as they strive to reach the top.

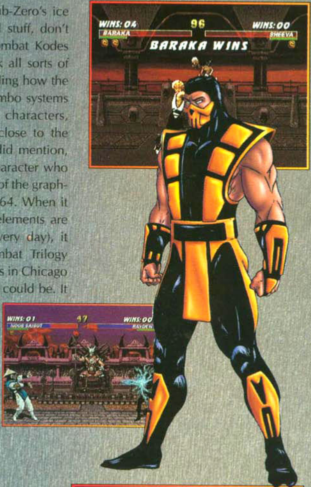


"You'll also find that (Mortal Kombat Trilogy) favors more aggressive play," says David Schwartz. How so? "There's a new feature we're working on called the Aggressor mode. You have a Super Power meter that builds up as you inflict damage on the opponent. When the meter is full, you can use a super move." David explained that there will be a



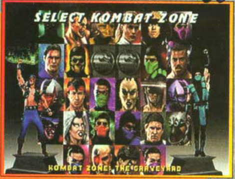
WINS: 00
21
WINS: 00
RAIN
BARAKA

penalty for players who continuously block. "If you keep blocking, the aggressor's Power meter builds up even faster. In this game, you'll have to attack." There's talk about changes to the combo system, too, but 90% of the combat system should be familiar to players. As for new moves, a couple of the favorite new fatalities demonstrated at E3 included Scorpion's giant fiery hand and Sub-Zero's ice spike. Speaking of cool stuff, don't be surprised to find Kombat Kodes that allow you to tweak all sorts of stuff in the game, including how the aggressor mode and combo systems work. As for hidden characters, Williams is playing it close to the chest. One thing they did mention, however, was a new character who takes special advantage of the graphics capabilities of the N64. When it is complete (and new elements are going into the game every day), it seems that Mortal Kombat Trilogy will be all that its creators in Chicago and San Diego hoped it could be. It will be the definitive MK. The biggest. The best. The only MK fit for the Nintendo 64.



MORTAL ENEMIES

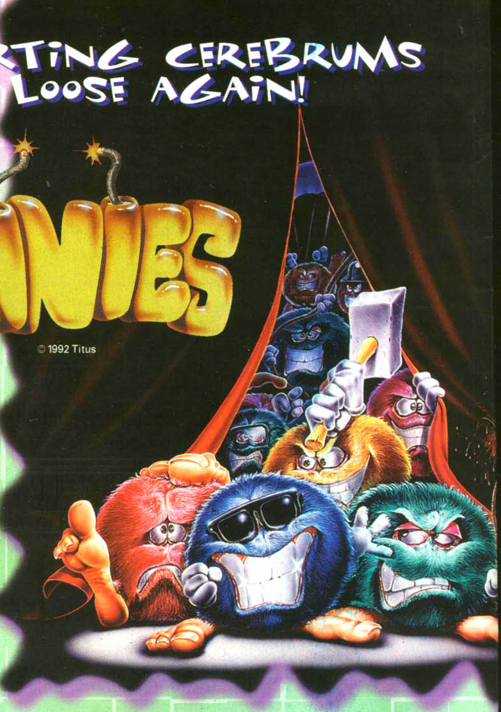
In addition to these 29 familiar names, three mystery characters will join in the fun. The development team also promises mounds of mortal surprises, including hidden characters. There's no telling how big this game will be in the end.



Kano
Sonya
Jax
Nightwolf
Stryker
Sindel
Sektor
Cyrax
Kung Lao
Kabal
Sheeva
Shang Tsung
Liu Kang
Smoke
Kitana
Jade
Mileena
Scorpion
Reptile
Ermac
Sub-Zero
Human Smoke
Noob Saibot
Rayden
Baraka
Rain
Johnny Cage
Motaro
Shao Kahn

THOSE CAVORTING CEREBRUMS ARE ON THE LOOSE AGAIN!

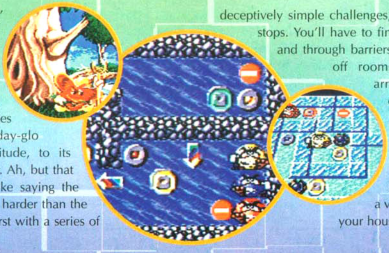
THE BRAINIES



© 1992 Titus

Do you like to test your wits and have a good guffaw at the same time? Then brace yourself for a Brainie invasion. These roly-poly ratiocinators have escaped their holding cage at Euro developer Titus and leaped across the Big Pond. They won't rest until they've conquered the Colonies!

TOWER OF BRAINPOWER



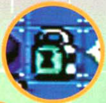
Titus really challenges the ol' gray matter with this classic puzzler. Each round starts with one or more Brainies resting in a self-contained maze. The object is to roll each Brainie, which resembles nothing so much as a day-glo marshmallow with an attitude, to its home tile of the same color. Ah, but that bald description is a bit like saying the object of football is to push harder than the other guys. Lulling you at first with a series of deceptively simple challenges, Titus soon pulls out all the stops. You'll have to finagle your way around, over and through barriers, bombs, warp tiles, sealed-off rooms, bumpers and one-way arrows. Conquering all 100 challenges will require some serious brainpower. The graphics aren't exactly state of the art, but if compulsive puzzle-playing is up your alley, invite the Brainies in for a visit. They may soon take over your house!

BRAIN BRIC-A-BRAC

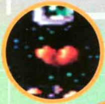
With Brainies, rest your thumbs for a few moments while you study the lay of the land. Objects in your Brainie's way can help or hinder the trip home. A Brainie will bounce off a round bumper, while an arrow propels a Brainie in the way the arrow is pointing. A Brainie comes to a rest against an orange bumper with a line through it. To get into sealed rooms, you'll have to use one of the elusive warp tiles. Besides finishing each course successfully in the time allowed, you also want to rack up as many points as possible.

LOCKS

Locks halt all Brainies except those of the same color, which eliminate them. Sometimes you don't want to remove a lock.



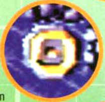
HEARTS



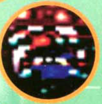
Hearts don't affect game play, but they do give you points. You also gain points by finishing a round early.

WARP TILES

Roll a Brainie across a warp tile of the same color and it will shoot out of a warp tile elsewhere on the board. The direction from which you enter a warp determines your exit direction.



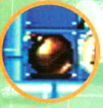
JOKERS



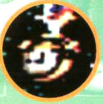
A Brainie can shield itself from bomb blasts by grabbing a joker first.

BOMBS

You can keep playing if a Brainie rolls over a bomb of the same color, but there's no way you can win that round.



CLOCKS



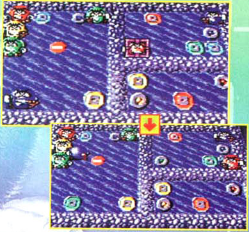
Help yourself to a plateful of seconds by rolling across a clock. The precise amount of time gained varies from clock to clock.

THAT'S USING YOUR BRAINIE

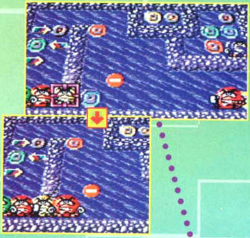
Unless you're the odd sort of game player who lives for the thrill of seeing the words "Game Over," give a little thought to strategy before pushing your Brainies around the landscape. Here are a few of the moves you'll find yourself using again and again.

THWART WARPS

Block a warp tile with a different-colored Brainie. In the screen shots below, a red Brainie moves to a blue warp tile. A blue Brainie can then roll across the other blue warp tile with impunity.



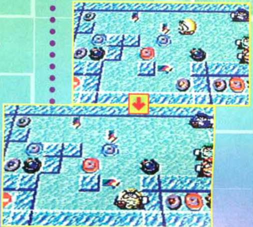
BRAIN DETAIN



Brainies grind to a halt when they bump against a fellow Brainie. In some stages, you'll have to build columns of one or more Brainies in order to get another Brainie just where you want it.

ARROWS

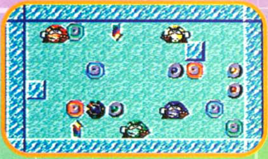
Run across an arrow and it will shove you in the direction it is pointing. Be careful, though. Because you don't have any choice when running into an arrow, you could find yourself going around and around and around and around....

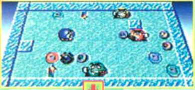


ZANY TRAIN OF BRAINIES

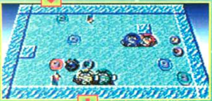
The game guys at Titus brainstormed many a long night away while working on Brainies. The result: 100 rounds of head-scratching fun! They've also inserted video of assorted Brainie hijinks, such as discovering a gusher of water in the desert. Fortunately, there is also added password protection every fifth round. Here are detailed strategies for five rounds.

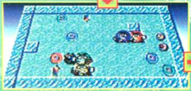
30 DON'T SPRAIN YOUR BRAIN, MAN

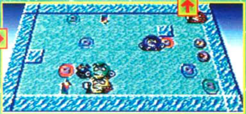


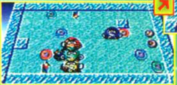


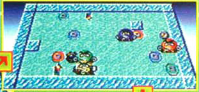
There's more than one way to send a bunch of Brainies home. One of the quickest ways to finish this section requires you to pile on the Brainies. First, roll the red Brainie down and right to its warp tile. Now when you scoot the blue Brainie right, it will come to rest on its home tile. Roll the yellow Brainie left and down, then zip the green Brainie up, left and down again to its home tile. Roll the red Brainie right, up, left and down until it lies beside the green Brainie. Roll the yellow Brainie to the upper right-hand corner. Roll the red Brainie and then the yellow Brainie home. Pause frequently if you need to take stock of your situation, but note that pausing the game renders all Brainies invisible.

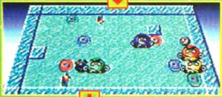


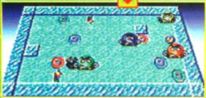




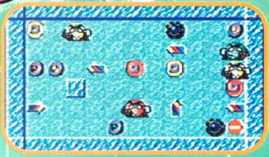




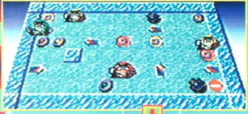


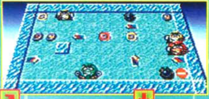


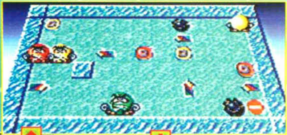
39 RED BRAINIE AT NIGHT, PUZZLER'S DELIGHT

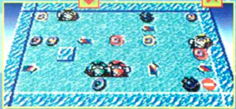


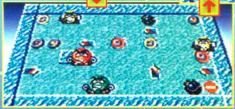
Courses with lots of arrows may look easy, but if you're not careful you might find yourself caught in a perpetual round of ping-pong. Avoid that trap by rolling the red Brainie up, not right or left into an arrow. First, though, scoot the green Brainie left and down until it bumps against the red Brainie, then nudge it home. Roll the red Brainie up to the warp tile, then left and up to the arrow that will send it home. Now roll the yellow Brainie on the right up to its home tile. Roll the remaining yellow Brainie down and left to its home tile.

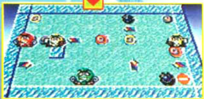




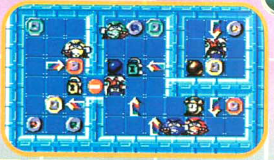


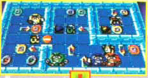




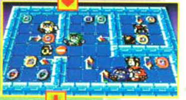


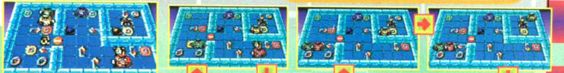
60 BLOCK THAT BRAINIE

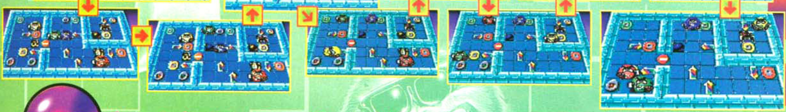




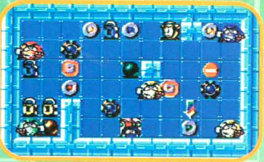
Roll the green Brainie along the arrow path to cover the blue bomb. Now roll the blue Brainie to a rest on the green Brainie's right, then warp the green Brainie. Roll the blue Brainie home. Unlock the yellow lock and warp the yellow Brainie. Now roll the green Brainie down and left. Grab the clock with the red Brainie, then warp and roll it until it rests on top of the yellow warp tile. Now you can roll the yellow Brainie harmlessly across the other warp tile and send both the green and red Brainies home.



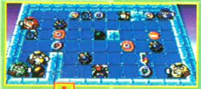


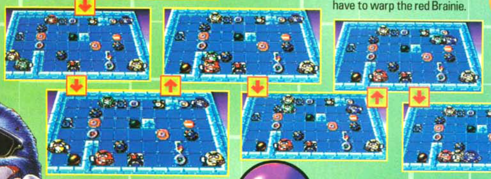


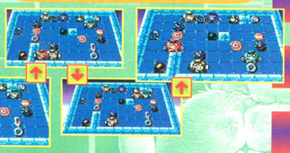
65 LOCK AND CLOCK



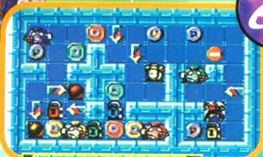
Roll the yellow Brainie in the middle to unlock the two yellow locks. Now roll the red Brainie to the yellow home tile and down, followed by the green Brainie. You will have to move the yellow Brainie out of the green Brainie's way. Send the yellow Brainie to its home tile. Move the blue Brainie left and down. Roll the green Brainie up and right until it rests against the blue Brainie, then move the other yellow Brainie left. Now roll the blue, red, green and yellow Brainies to their home tiles, in that order. You will have to warp the red Brainie.



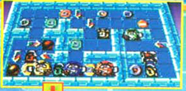


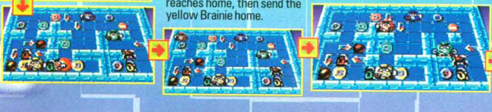


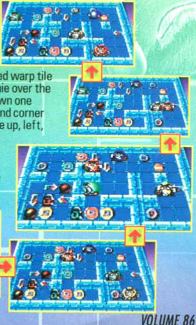
67 A WARPED IMAGINATION



The profusion of warp tiles, arrows, bombs and other hazards makes this one of the toughest stages yet. First, pick the blue lock by moving the blue Brainie right and down. Continue up until the blue Brainie covers the yellow home tile, then scoot the red Brainie to the upper left-hand corner via the red warp tile. Warp the yellow Brainie to cover the red warp tile at the bottom. Now you can harmlessly roll the red Brainie over the other red warp tile and down. Move the green Brainie down one block, then send the yellow Brainie to the upper right-hand corner and down to unlock the yellow lock. Roll the green Brainie up, left, down and left, then warp it home. Using the arrow, move the yellow Brainie to the spot formerly occupied by the green Brainie. Roll the red Brainie right, down, right, up, right, up, and right to the upper right-hand corner. Keep that Brainie rolling until it reaches home. Move the yellow Brainie up, left, down, left, down, right and up until it rests beside the blue Brainie. Roll the blue Brainie clockwise until it reaches home, then send the yellow Brainie home.







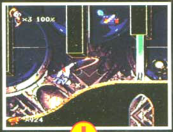
FOR WEEKS YOU'VE BEEN SQUASHING BADDIES, SCROUNGING POWER-UPS AND SLAPPING THE RESET BUTTON, BUT NO MATTER WHAT YOU TRY, THE BIG BADDIE AT THE END ALWAYS TAKES YOU OUT. WHAT YOU NEED IS AN INSIDE EDGE, TIPS TO GET YOU THROUGH AND OVER THE TOP. THAT'S WHY NINTENDO POWER IS SHOWING YOU HOW TO...

BEAT THE BOSS

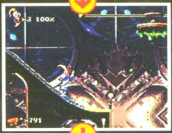
2
EARTHWORM
JIM 2

JIM'S MAD DASH TO THE UDDER END

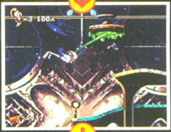
Stage 12, "See Jim Run. Run Jim Run" is the last level in Earthworm Jim 2. Jim must beat Psycrow in a wild race to reach Princess What's-Her-Name. Psycrow has a few dirty tricks up his feathers and, unlike previous levels, Stage 12 does not include lucky breaks like Continue Icons or Password Flags. If Jim doesn't win the race, he'll be fried to crispy worm bacon.



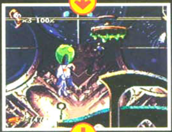
If Psycrow has the lead, he'll drop walls in Jim's path. Shoot Psycrow to slow him down and worm-whip the barriers in your way.



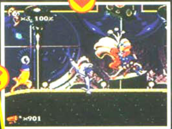
Clearing this long chasm is Snott a problem for your slimy, green friend. Throw him over to the green platform in the right corner.



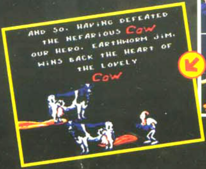
Snott's ropey talent helps you across the gaps on the race course, keeping you running snout-to-beak with the nefarious Psycrow.



This leap is the toughest in the stage. If Snott's sticky grip slips, use his parachute and try to glide right and catch the ledge.



If you collect enough Turbo Power Items and nail Psycrow with your gun, you should have no problem crossing the finish line first.

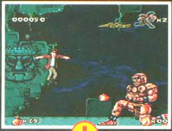


AND SO, HAVING DEFEATED THE NEFARIOUS COW
OUR HERO, EARTHWORM JIM,
WINS BACK THE HEART OF
THE LOVELY
COW

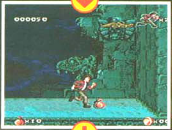
PITFALL: THE MAYAN ADVENTURE

SPIRITUAL AWAKENINGS

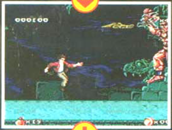
Zakelua's Spirit is a large stone warrior you encounter at the end of Level 11. Zakelua has four different attacks: he throws fireballs, causes earthquakes, pulls you toward him and slams you on the ground, or breaks apart and attacks you in pieces. Formulate your winning game plan by taking the defensive measures listed below.



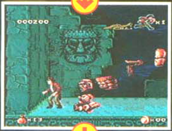
Zakelua drops one knee just before he launches a stone fist. Avoid the heavy hand by jumping over it or lying flat on the ground.



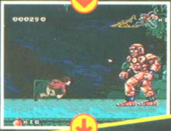
When your stone inventory dips below ten, one final bag of rocks falls from the ceiling. Pick it up and replenish your arsenal.



Are you feeling all shook up by Zakelua's earthquake attack? Try jumping up just before the warrior spirit puts his foot down.



Stand on the far right or left side of the chamber to avoid Zakelua when he goes to pieces and flings rocks in your face.



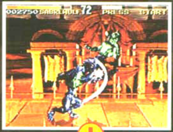
If you remain persistent and patient throughout the battle, you should be able to defeat Zakelua with twenty hits on the head.

WHAT TOOK YOU SO LONG?

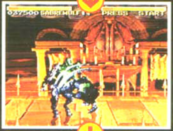
KILLER INSTINCT

IDLING EYEDOL

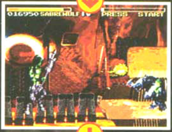
Eyedol is the last warrior you encounter while battling through the stages in the oneplayer mode. You won't have a tough time if you keep your combos limited to four or five hits. Sabrewulf is used as an example in the photos below, but you can apply these killer strategies against Eyedol using any of the nine other characters in the game.



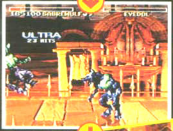
Eyedol is powerful but he can't move very fast. Keep your distance and use a dash attack to open your Super and Hyper combos.



If you limit your combo moves to four or five hits, Eyedol usually can't react fast enough to use a combo breaker and counterattack.



Eyedol prefers to launch his green fireball attacks from a distance. Stand just beyond Eyedol's club arc to extinguish this danger.



You can finish Eyedol with an Ultra Combo on a low difficulty level, but you might be the one getting burned on the expert settings.

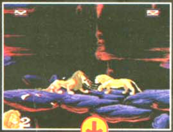
BEAT THE BOSS

THE LION KING

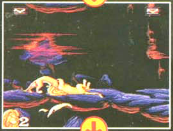
THE LION KING

BEAT THE TAR OUT OF SCAR

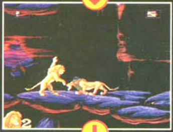
The final battle with Scar takes place on the top of Pride Rock. Turn up the volume on your television so you can distinguish the hits from the misses. Hit Scar several times and jump over him, then turn around and hit him again. As Scar begins to tire, he'll lower his head. Roar at him and execute the maul and flip attack. If you can't flip Scar, you need to tire him out more. Keep repeating this technique until you flip Scar off the rock.



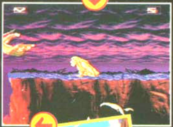
To win the fierce feline fight, you must maul and flip Scar off the ledge on the left side of the screen.



If Scar pins Simba down, rapidly press the Jump Button to free Simba from Scar's razor-sharp grip.



Use Simba's roar and follow up with a maul and flip attack to tire Scar and drive him to the cliff edge.



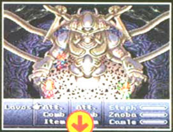
Flip the fatigued Scar until he rolls off the ledge. If he resists, try tiring him out some more.

CHRONO TRIGGER

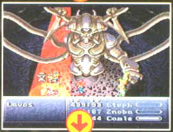
CHRONO TRIGGER

TIME'S UP FOR LAVOS

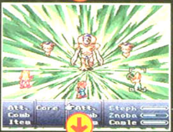
Lavos has several defenses that must be eliminated in a precise order, so your key to victory is knowing what to attack and when to do it. Always keep your party healthy with spells and Elixirs. While the pictures and captions below show a party made up of Crono, Ayla and Marle, the battle strategy remains the same with different characters. Effective spells to use against Lavos with this particular party are Cube Toss and Luminaire.



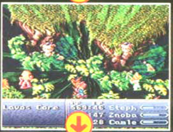
Break Lavos's Revive spell and speed up your progress in the battle by destroying his arms first.



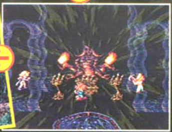
The highest priority throughout the battle is keeping your party healthy with Cure 2 Spells.



After Lavos is cut down to the core, concentrate your party's attacks on the humanoid body first.



After the humanoid center of the Lavos Core is destroyed, target the tough floating pod on the right.

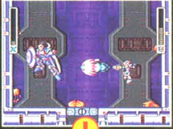


Depending on who is in your party and when you defeat Lavos, you could see one of twelve different endings.

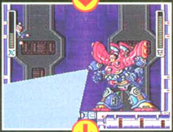
MEGA MAN X3

BLAST THE SIGMA ENIGMA

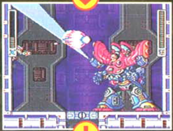
Sigma the robot is in the fourth and final stage of Dr. Doppler's laboratory. He has three different forms. It takes 14 to 16 hits with a fully charged MegaBuster to defeat Sigma the first time and 15-17 hits to defeat him in his massive Battle Body. To complete the game successfully, you must escape from a rising wall of lava.



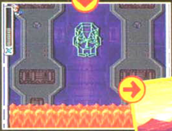
Nail Sigma with your fully charged MegaBuster when he lowers his shield or while he jumps away from you.



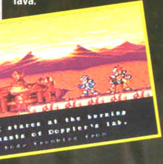
Climb the left wall and stay above Sigma's ray attack. You need at least two full Sub Tanks to survive.



Take your best shot at the red and gray vents above Sigma's head using a fully charged MegaBuster.



The last part of the game is a race to the top of a shaft against Sigma's runaway head and rising lava.

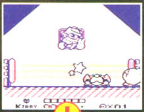


As X stares at the burning
remnants of Doppler's lab.
his body trembling from

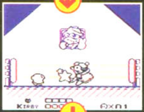
KIRBY'S DREAM LAND

DUMP KING DEDEDE

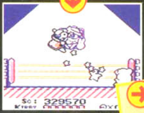
King DeDeDe is the royal pain lurking at the end of Stage 5. When he jumps or swings his hammer, a star will appear. To win, Kirby must inhale the star and spew it in DeDeDe's direction. Keep repeating this technique until DeDeDe is done in.



After DeDeDe lands from a gigantic jump, he'll leave a star behind for Kirby to inhale and use in battle.



DeDeDe also drops a star whenever he swings his hammer. Grab it only if you know you won't get pounded in the act.

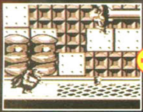


If the King jumps at you, run underneath him and grab the star. Now spew it at DeDeDe before he jumps again.

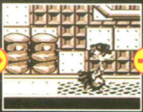
DONKEY KONG LAND

COOLING OFF KING K. ROOL

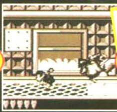
You'll find King K. Rool in his kingdom at the end of the Big City. The big lug likes to throw his crown around. Jump on his exposed head until he begins to flop around the chamber. Wait out K. Rool's tantrum and repeat the head bouncing technique.



Begin the battle by following K. Rool around and jumping on his head every time he throws his crown at you.



Duck beneath K. Rool's belly flops. Timing your jumps over the lizard is nearly impossible.



K. Rool executes six belly flops before he returns to crown throwing. Stomp on his head seven more times.

CONGRATULATIONS.

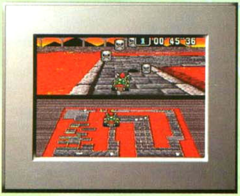
AIN PROGRAMMING
PAUL MACHACEK

SUPPORT
PROGRAMMING
STEVE PATRICK

Only the STRONG survive in the...
ARENA

SUPER MARIO KART

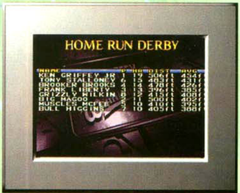
Super Mario Kart is in the zone this month. We want your fastest times for the Star Cup Circuit's Bowser Castle 3. Choose between Time Trial or Gran Prix mode and select your favorite character. The best racers usually nail their times using Donkey Kong Jr., but the big ape might have a tough time in the tight turns. The top twenty racers win four Super Power Stamps. Cheaters who cut corners with game enhancement devices will be disqualified.



CHALLENGE #1

KEN GRIFFEY JR.'S WINNING RUN

Knock the ball past the wall and out of the park in Ken Griffey Jr.'s Winning Run. This month's challenge dares you to step up to the plate in Home Run Derby mode and prove that you're the best in the Arena. Take a picture of the final results screen with your top home run total and mail it in to Nintendo Power. The top twenty sluggers pick up four Super Power Stamps that can be used like cash for cool gear in the Nintendo Power Super Power Supplies Catalog.



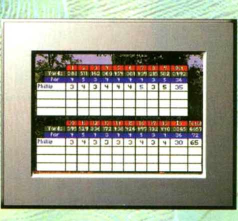
HOME RUN DERBY

NAME	P	HR	DIST	AVG
KEN GRIFFEY JR	1	19	506ft	454f
TONY STALLONEY	6	15	483ft	431f
BROOKER BROOKS	4	14	478ft	426f
FRANK LIBERTY	3	13	396ft	385f
GRIZZLY WILKIN	8	12	415ft	408f
BIG MAGOO	2	11	500ft	402f
MUSCLES MCFEE	5	10	410ft	395f
BULL HIGGINS	7	10	405ft	388f

CHALLENGE #2

PGA TOUR '96

The Arena starter is calling your name. It's your turn on the first tee at the TPC at Sawgrass. Aim for the green and see how low you can go in 18 holes of golf. Fred Couples, Tommy Tolles and Phil Mickelson all managed a 64 in one of their rounds on this course last March, and they didn't even have a Reset Button. Send a photo of your scorecard to the Arena. The top twenty duffers will receive four Super Power Stamps.



Par	4	5	3	4	4	4	4	3	5	36
Phillip	3	4	3	4	4	4	5	3	5	35

Par	4	5	4	3	4	4	5	3	4	36	72
Phillip	3	4	3	3	3	3	4	3	4	30	65

BONUS STAGE BONANZA

Have you ever tried finding every bonus stage or area in a game? Sometimes it's hard to be sure if you found all of them, especially if the instruction manual doesn't tell you how many are in the game. Listed below are the total number of bonus stages, areas or games included in six Super NES titles. See if you can find them all. Since there is no way to document your accomplishment in a single photograph, no prizes will be awarded. This challenge is strictly for fun. Can you–

- *swoop into all five Bonus Areas in Gradius III?*
- *drop in on all three Bonus Games in Pilotwings?*
- *blast your way through all seven Bonus Areas in Zombies Ate My Neighbors?*
- *unearth the four Bonus Areas in Pitfall: The Mayan Adventure?*
- *open the five Bonus Rooms in Krusty's Super Fun House?*
- *uncover all six Bonus Challenge games in Yoshi's Island?*

MADDEN '96

Best NFL Records (Volume 82)

Most Yards Passing

Scott Isokane	Honolulu, HI	8,031
Josh Spicer	Woodinville, WA	4,698
Benjamin Egan	Madison, WI	2,278
Phillip Blum	Milwaukee, WI	2,180
Dustin Kessinger	Champaign, IL	2,141
Shaun MacMullan	Soquel, CA	1,985
Adam & Andrew Clinger	Galion, OH	1,818
Steve Liska	Madison, WI	1,517
Keith Slouffman	Mason, OH	1,434
Kenny Tesh	Frontenac, KS	1,400
Nathan Conway & Chris Biggs	Silver Springs, MD	1,251
David Simmons	West Valley City, UT	874
Jonathan Wilson	Hollywood, FL	858
Alex Tripplett	Pilot, VA	784
Nathan Johnson	Lexington, VA	741
Samuel Nichols	Norwood, NC	739
Mike Smrdel	West Salem, OH	672
Philip Sites	Billings, MT	642
R. Cunningham	Waverly, IA	624
Travis Nauman	Lancaster, OH	619

Most Yards Rushing

Aaron Smith	San Antonio, TX	9,559
Scott Isokane	Honolulu, HI	9,065
Philip Sites	Billings, MT	4,886
Steve Liska	Madison, WI	4,130
Benjamin Egan	Madison, WI	3,518
Josh Spicer	Woodinville, WA	2,933
Shaun MacMullan	Soquel, CA	2,709
Mike Smrdel	West Salem, OH	2,588
Adam & Andrew Clinger	Galion, OH	2,311
Kenny Tesh	Frontenac, KS	2,066
Phillip Blum	Milwaukee, WI	1,998
Eric Jacobsen	Granby, MA	1,632
Jonathan Wilson	Hollywood, FL	1,467
Mark Rowan, Jr.	Shelton, CT	1,350
Shawn Randall	Elkhart, IN	1,285
Keith Slouffman	Mason, OH	1,193
Carl Holdway	Tyler, TX	1,053
Jamie Kurzdorfer	Warner Robins, GA	905
Alex Tripplett	Pilot, VA	710
Russell & Adam Goldstein	East Meadow, NY	698

Longest Pass Caught

Benjamin Egan	Madison, WI	100 Yds
Scott Isokane	Honolulu, HI	100 Yds
Jonathan Nichols	Norwood, NC	100 Yds
Philip Sites	Billings, MT	100 Yds
Keith Slouffman	Mason, OH	100 Yds
Adam & Andrew Clinger	Galion, OH	99 Yds
Paul Favale	Boonton, NJ	99 Yds
Eric Jacobsen	Granby, MA	99 Yds
Dustin Kessinger	Champaign, IL	99 Yds
Steve Liska	Madison, WI	99 Yds
Shaun MacMullan	Soquel, CA	99 Yds
David Simmons	West Valley City, UT	99 Yds
Aaron Smith	San Antonio, TX	99 Yds
Josh Spicer	Woodinville, WA	99 Yds
Alex Tripplett	Pilot, VA	98 Yds
Nathan Johnson	Lexington, VA	97 Yds
Travis Nauman	Lancaster, OH	97 Yds
Jonathan Wilson	Hollywood, FL	97 Yds
Phillip Blum	Milwaukee, WI	96 Yds

Longest Run Made

Scott Isokane	Honolulu, HI	100 Yds
Shaun MacMullan	Soquel, CA	100 Yds
David Nichols	Norwood, NC	100 Yds
Philip Sites	Billings, MT	100 Yds
Keith Slouffman	Mason, OH	100 Yds
Aaron Smith	San Antonio, TX	100 Yds
Mike Smrdel	West Salem, OH	100 Yds
Adam & Andrew Clinger	Galion, OH	99 Yds
Benjamin Egan	Madison, WI	99 Yds
Kenny Tesh	Frontenac, KS	99 Yds
Russell & Adam Goldstein	East Meadow, NY	99 Yds
Eric Jacobsen	Granby, MA	99 Yds
Steve Liska	Madison, WI	99 Yds
Jonathan Wilson	Hollywood, FL	99 Yds
David Simmons	West Valley City, UT	93 Yds
Philip Lalla	Maple Shade, NJ	92 Yds
Shawn Randall	Elkhart, IN	92 Yds
Phillip Blum	Milwaukee, WI	91 Yds
Dustin Kessinger	Champaign, IL	89 Yds

Most Total Yards

Aaron Smith	San Antonio, TX	9,559
Scott Isokane	Honolulu, HI	9,440
Steve Liska	Madison, WI	5,275
Philip Sites	Billings, MT	4,886
Josh Spicer	Woodinville, WA	4,698
Benjamin Egan	Madison, WI	3,515
Nathan Johnson	Lexington, VA	2,871
Mike Smrdel	West Salem, OH	2,588
Adam & Andrew Clinger	Galion, OH	2,311
Kenny Tesh	Frontenac, KS	2,184
Phillip Blum	Milwaukee, WI	2,180
Dustin Kessinger	Champaign, IL	2,128
Shaun MacMullan	Soquel, CA	2,092
Shawn Randall	Elkhart, IN	1,724
Eric Jacobsen	Granby, MA	1,656
Jonathan Wilson	Hollywood, FL	1,645
Alex Tripplett	Pilot, VA	1,485
Mark Rowan, Jr.	Shelton, CT	1,412
Nathan Conway & Chris Biggs	Silver Springs, MD	1,216
Keith Slouffman	Mason, OH	1,193

Most Points

Adam & Andrew Clinger	Galion, OH	254
Nathan Conway & Chris Biggs	Silver Springs, MD	254
Benjamin Egan	Madison, WI	254
Scott Isokane	Honolulu, HI	254
Steve Liska	Madison, WI	254
Eric Jacobsen	Granby, MA	254
David Simmons	West Valley City, UT	254
Philip Sites	Billings, MT	254
Keith Slouffman	Mason, OH	254
Aaron Smith	San Antonio, TX	254
Mike Smrdel	West Salem, OH	254
Josh Spicer	Woodinville, WA	254
Kenny Tesh	Frontenac, KS	254
Jamie Kurzdorfer	Warner Robins, GA	244
Nathan Johnson	Lexington, VA	228
Russell & Adam Goldstein	East Meadow, NY	222
Shaun MacMullan	Soquel, CA	218
Shawn Randall	Elkhart, IN	218
Phillip Blum	Milwaukee, WI	200
Dustin Kessinger	Champaign, IL	195

Longest Field Goal

Philip Sites	Billings, MT	61 Yds
Shaun MacMullan	Soquel, CA	60 Yds
David Nichols	Norwood, NC	60 Yds
Scott Isokane	Honolulu, HI	57 Yds
Josh Spicer	Woodinville, WA	56 Yds
Adam & Andrew Clinger	Galion, OH	55 Yds
Phillip Blum	Milwaukee, WI	55 Yds
Steve Liska	Madison, WI	55 Yds
David Simmons	West Valley City, UT	54 Yds
Nathan Johnson	Lexington, VA	53 Yds
Jamie Kurzdorfer	Warner Robins, GA	53 Yds
Mike Smrdel	West Salem, OH	53 Yds
Benjamin Egan	Madison, WI	52 Yds
Dustin Kessinger	Champaign, IL	52 Yds

YOSHI'S ISLAND

100% Scores in World 6 (Volume 81)

Rex Nabong	Norfolk, VA
Stacey Rice	Portland, OR
Daniel Toir	Takoma Park, MD
Srini Varanasi	Dix Hills, NY
Daniel Williams	Soddy Daisy, TN
Daniel Wilson	Castle Rock, WA
James Workman	Charlottesville, VA

DKC 2: DIDDY'S KONG QUEST

Lowest Time with 102% (Volume 80)

Shawn Smallman	Albany, OR	2:58
Jody Alonso	Toronto, ON	3:24
Jason Ruoff	Somerset Center, MI	5:37

SUPER MARIO KART

Lowest Time on Koopa Beach 1 (Volume 82)

Kevin Spalding	Kissimmee, FL	0'55"16
Jeffy Arensmeyer	Oxford, AL	0'55"94
Steve Brauer	Green Bay, WI	0'55"99
Riley Wilson	Albuquerque, NM	0'57"86
Tony Burrmann	Milwaukee, WI	0'58"33
Christopher Poole	Cape Coral, FL	0'58"54
Seth Thomas	Norman, OK	0'58"54
Kevin Kolodziej	Hammond, IN	0'58"64
Jake Fascia	Clifton Park, NY	0'58"83
Frederic Busque	Pintendre, PQ	0'59"09
Steven Colo	North Bend, OR	0'59"11
Duane Knepp	McClurie, PA	0'59"14
Tom Haley	Wheaton, IL	0'59"71
Adam Johnson	Rancho Cucamonga, CA	0'59"90
Justin Arbach	Hoven, SD	1'00"07
Nick Sendelbach	Tempe, AZ	1'00"77
Kenny Sundberg	Satellite Beach, FL	1'01"28
Nordy Ying	Benflower, CA	1'01"51
Jonathan Tamayo	Humble, TX	1'01"76
Aaron Kaluszka	Pilot, VA	1'01"91
Dennis Quach	Rosemead, CA	1'02"03
Jeremy Soler	Bakersfield, CA	1'02"34
U. Babusukumar	Racine, WI	1'02"74
Jason Ravera	Baltimore, MD	1'03"47
Andrew Beckett	Sheboygan, WI	1'03"61
Gregory Larson	Jamestown, NY	1'03"61
Blake Riddick	Silver Spring, MD	1'03"62
Chelsea Conlin	West Lebanon, NY	1'03"95

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than August 10, 1996. The top qualifiers receive Super Power Stamps. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

JULY 1996

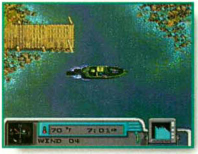
BASS MASTERS CLASSIC: PRO EDITION

Super NES

Company ....Black Pearl
Release Date ....July 1996
Memory Size ....16 Megabits

All bass, all the time with this bassman's classic from Black Pearl.

This sequel to last year's Bass Masters Classic from Black Pearl adds refinement to one of the more exciting bass games for the Super NES. Both BMC games set the hook by giving you an underwater, lure-cam perspective. It's like you're right down there in the lake with the lunkers. The improved graphics in this year's edition make that perspective all the more interesting. The developers have created a more realistic underwater environment with weeds, rocks, snags and other soggy stuff. A greater variety of fish can also be found, including big and small mouth bass, northern pike, and a monster bass, but only the bass count during the weigh-in. The game includes tournaments, a tackle and equipment shop, a practice pond, fast boats and fighting fish. The actual process of reeling in a finny finalist involves some patience as you have to wear down the fish with a lot of back-and-forth play. Your selection of an angler can make a big difference in landing a fish. You'll also find a lot of variety in the five lakes where tournaments are held. The conditions vary from cold, dark water to clear, warm lakes, and that requires anglers to select lures carefully. If you didn't land BMC last year, this is the version to snag.



+ Better graphics. More options. Variety. Character selection.

– A 29–character password. Uggh.

IRON MAN X-O MANOWAR IN HEAVY METAL

Game Boy

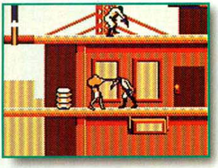
Company ....Acclaim
Release Date ....July 1996
Memory Size ....4 Megabits

Acclaim Comics and Marvel Comics join forces for one, final, battle royale on Game Boy.

Tony Stark, the Iron Man, and Aric of Dacia, a.k.a. X-O Manowar, must combine their fighting skills in order to defeat Mistress Crescendo and Barron Zemo, who have joined forces in villainy to take over the world. Yes, it reeks of evil, but you've got the weapons to clean up the stench. Iron Man and X-O

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP



Manowar have shooters and regular attacks, plus the ability to fly, run and jump. Each stage contains plenty of action and enough power-ups to keep you going. Players can also choose from four levels of difficulty. You might wonder why it is that these metallic-clad heroes have such a tough time staying alive against thugs and spiders, but at least there's never a quiet moment. Play control on IM X-O is pretty good, as are the graphics. You'll even find some unusual stages such as a running battle in a subway train. This month, Power enters the mean streets of New York's super hero community to bring you the maps and tips that will spell victory over the purveyors of evil.

➕ Good action. Good graphics. Fun characters. Password.

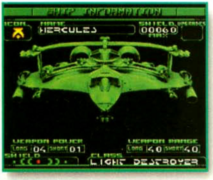
➖ Annoyingly repetitious music. Some slow play control.

WAR 3010: THE REVOLUTION

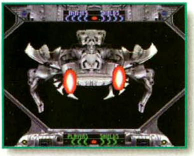
PASS WORD

Company ....Advanced Productions
Release Date ....July 1996
Memory Size ....8 Megabits

Zanex is not what you may think: It's a strategy game that spans the stars for the Super NES.



Humanity has been controlled and humiliated by the alien Kyllen for long enough. Now, the revolution is spreading across the galaxy. A band of rebels manning stolen ships attacks the oppressors wherever they are weakest, but the advantage of surprise won't last for long. Zanex uses a fairly simple battle engine based on last year's War 2410 but mixes in more tactical elements, including hidden technologies that give your ships advantages such as cloaking or superior shields. Each scenario pits your ragtag rebel fleet against Kyllen forces and gives you a goal such as protecting a star base or destroying a cargo fleet. Battle animations use digitized models of some pretty cool looking space ships—a real step up from the comic appearance of War 2410. Rebel commanders can build and repair ships at star bases. Next month, Power will take a closer look at this interstellar war game.



➕ Simple enough for anyone to grasp easily but with increasing complexity in later scenarios. Sixteen levels. Passwords. Secret items.

➖ Terrain defense strategies not as logical as in War 2410. Ship icons difficult to identify. (Fortunately, there is an option for using letters instead of ship icons.)

• •

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
🟢 BASS MASTERS CLASSIC: PRO EDITION	3.2	3.2	3.7	3.3	☆	K-A	FISHING
🟣 IRON MAN X-O MANOWAR IN HEAVY METAL	3.2	3.0	3.2	3.0		K-A	COMIC ACTION
🟢 WAR 3010: THE REVOLUTION	3.0	3.2	3.0	3.2		K-A	SPACE STRATEGY

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY
🟢 ---SUPER NES
🟣 ---GAME BOY
🔴 ---VIRTUAL BOY

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
✫ **Jeff**
Action, Sports, Fighting
✯ **Henry**
Fighting, Action, Sports
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

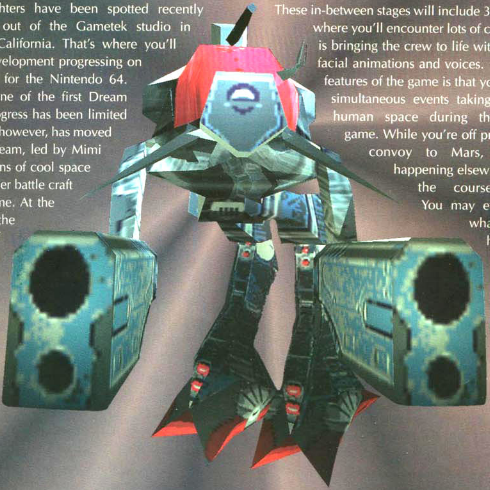
PAK WATCH

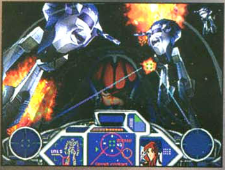
THE INSIDE SOURCE ON FUTURE GAMES

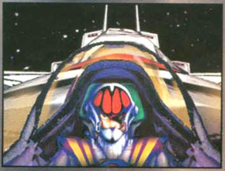
ROBOTECH: CRYSTAL DREAMS

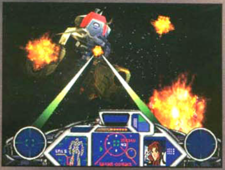
Veritech fighters have been spotted recently screaming out of the Gametek studio in Sausalito, California. That's where you'll find the development progressing on Robotech: Crystal Dreams for the Nintendo 64. Although Robotech was one of the first Dream Team titles announced, progress has been limited until recently. The artwork, however, has moved along rapidly and the art team, led by Mimi Doggett, is churning out tons of cool space pics of the Veritech and other battle craft that will appear in the game. At the heart of Robotech are the space missions, most of which will emphasize heated battles with an alien invasion fleet within the Solar System. Between missions, pilots will return to their base for debriefing and to learn more about what is happening in the war.

These in-between stages will include 3-D walkabout areas where you'll encounter lots of characters. Gametek is bringing the crew to life with efficient but cool facial animations and voices. One of the unique features of the game is that you'll be informed of simultaneous events taking place throughout human space during the course of the game. While you're off protecting a freighter convoy to Mars, events will be happening elsewhere that will affect the course of the war. You may even have to drop what you're doing and help out. Fans of the Robotech TV series and role-playing games will find that the historical setting of Crystal Dreams fits neatly into the Robotech world.







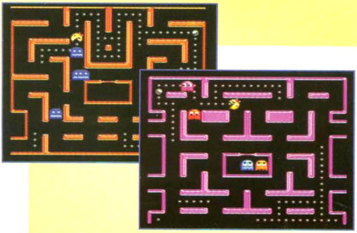


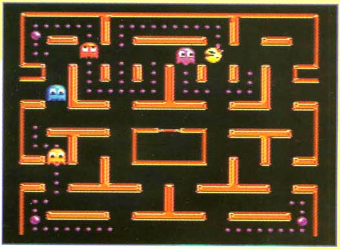
ULTRA COMBAT

The first Nintendo 64 game to come out of GT Interactive (in the U.S.) will probably be Ultra Combat, although it may well have a different name by then. Software Creations in the U.K. has been building this futuristic vehicular combat game along with several other N64 projects, including the intriguing art program known as Creator. Kemco will publish the game in Japan. In an early look at Ultra Combat, Power noted some great looking tanks and choppers moving through fairly generic cities. We don't have many details yet concerning unique aspects of the game, but we know it has something to do with time travel and aliens. Sounds a little like Body Harvest, but Ultra Combat will probably be a little bit simpler in design.

MS. PAC-MAN

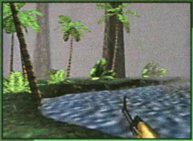
One of the most popular arcade video games of all time will make a comeback on the Super NES this fall thanks to Williams Entertainment. The Namco classic, Ms. Pac-man, should be released in September or October along with Williams' multigame Pak, Arcade's Greatest Hits. The screen shots shown here came hot from the developer, but at press time, the game itself was still incomplete. Ms. Pac-man recreates the look and game play of the original munching mania action game from 1982. Players must master 36 mazes, most of which are brand new, and both one- and two-player modes of play. In the two-player game, you'll be able to play competitively or cooperatively. (The second player controls Pac-man.) With four levels of difficulty and seven starting levels, the game serves up enough gobbling and ghost-busting action to last a lifetime.

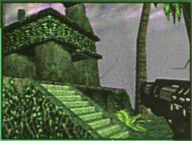


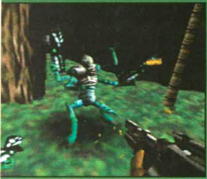


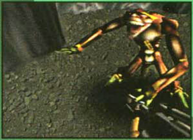
TUROK: DINOSAUR HUNTER

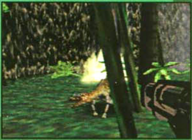
Turok's time-warping world is taking shape at Iguana Entertainment, the exclusive Acclaim developer working on Turok: Dinosaur Hunter for the N64. From week to week the game producer reports that Turok is making leaps in quality and complexity. From what we saw at E3, we'd have to agree. Fully textured dinosaurs move menacingly through the exterior worlds, appearing out of the misty distance. The fog effects, made possible by the Alias development software, reduce the line of sight and make the restricted stages seem larger. In fact, the game areas are pretty big, and they're all filled with enemies. Turok is bound to be a vicious shooter, but a shooter with some adventure elements thrown in. One of the most creative aspects of the game is its use of the Control Stick on the Nintendo 64 controller. For instance, to shoot a bow and arrow, you pull back on the spring-loaded Stick, then release it to send the arrow flying. Turok will find a wide assortment of weapons in his campaign against the notorious Campaigner, but the bow and arrows may be the coolest of all.









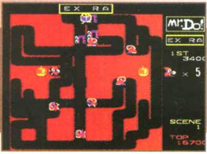


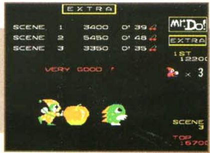
MR. DO!

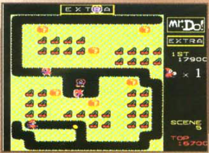
Classic arcade games seem to be on a roll. This Pac-Man-inspired action game from 1982 was converted to the Super Famicom in Japan by Imagineer. T•HQ will release the arcade-perfect translation in North America later this summer. Of course, making a game arcade perfect for such early titles is no great feat. The graphics are just as simple as they were 14 years ago. In spite of the dated look and sound, the game play is just as addictive as it was then. One or two players can tunnel through the play field, collecting cherries and zapping the voracious enemies with Mr. Do's magic wand. In battle mode, two Mr. Do's compete to control the board. One benefit of the simple program is that it requires less memory and a less expensive Game Pak, which translates into savings for players.

NEWS SOURCE Extra

PUBLISHER – Black Pearl
DEVELOPER – Imagineer
ARCADE RELEASE– 1982 Universal Co.,Ltd.
MEMORY SIZE – 4 Megabits
PLAY MODES – 1 or 2 Players

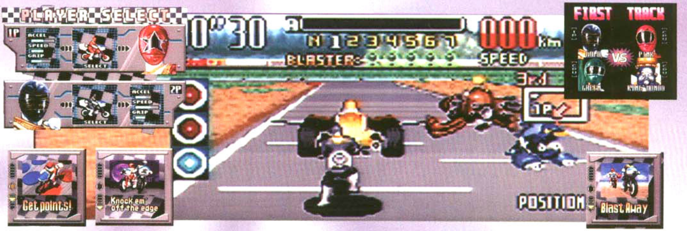






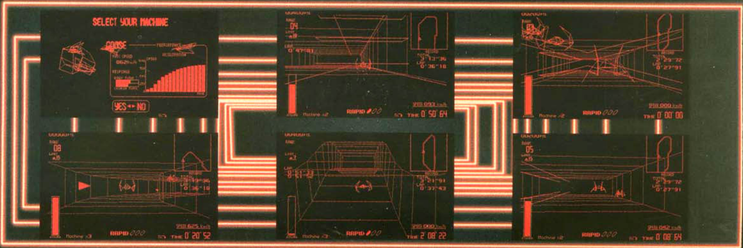
POWER RANGERS ZEO BATTLE RACERS

The Power Rangers take on a new role in Bandai's Power Race Zeo. Instead of kicking, punching, and morphing into awesome fighting forms, the Rangers (and select competitors such as cog and King Mondo) mount their motorcycles, jet cycles, hover craft, dune buggies and Quadra Fighters, then do battle on 16 courses. This mix of racing and demolition derby action can take place against the computer or a friend. Playing modes include a Time Trial, Two-player Mode, CPU Vs. Mode, Race Mode and Point Race Mode, which entails collecting points for items that are scattered over the track. The Blaster Master Mode may be the most fun of all. You and your buddy have unlimited blaster fire power and you have 99 seconds to blow each other up. In most of the other races, each speeder begins the race with five blaster shots, but you can also slam and ram them off the track. In fact, the final mode of play is the Super Chase Mode, which requires you to slam your opponent off the track within 99 seconds since you don't have blasters. Bandai has really packed this Power Rangers Racer with great options. If you're a Power Ranger fan or not, you'll find it hard to climb off your bike. Bandai should release Power Rangers Zeo in September or October.



G-ZERO

"It's too bad Nintendo didn't have this 3-D F-Zero play-alike ready for Virtual Boy last year. This racer rocks in red and black. You pilot one of four planes through tunnel courses that twist, turn, dip and rise. Each plane has different control and speed attributes, so selecting the right racer for the right course gives you an advantage. The planes look a bit like space fighters and the sounds they make as they scream through the underground labyrinths also reminded this Pak Pilot of the high-speed run down the trench of the Death Star. The only difference is that you are in control and the course is all over the place. As in F-Zero for the Super NES, cars refuel and heal up when they pass over power strips. If there's ever been a reason to pick up a Virtual Boy, you can see it in this month's coverage of Dragon Hopper and G-Zero, and next month's look at Bound High. A growing library of fun games makes a huge difference.



INSIDER UPDATE

SHUFFLE YOUR COMBOS

Killer Instinct
Collectible Card Game
60 Card Starter Deck
Topps

The Killer Instinct collectible card game from Topps is now available at card shops and book stores across the country. The game features many elements from the video game, including Combos, Danger Moves, and Specials. Players take on the role of Shadow Corporations trying to bring down Ultratech by winning Killer Instinct matches. In keeping with this story, the card game includes a Promotion phase that may include skullduggery behind the scenes. The actual fighting takes place in arenas where a series of seven fighting move cards and effect cards cause damage to opponents. Three victories win the match. The graphics used on the cards come from the game itself and from special rendered art from Rare Ltd. Starter decks include a random assortment of cards, and expansion decks will contain specialty cards. It's the perfect way for K.I. fans to blow off steam when they're away from home or the arcade.

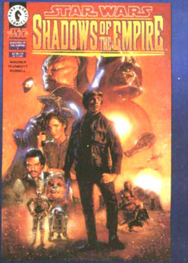
N64 RECRUITS

Nintendo Co. Ltd. will hook up with Recruit to form a joint venture company that will produce four or five Nintendo 64 games per year. The new company will work with independent developers and Nintendo will produce the games. The idea is to support new software developers in search of blockbuster new 3-D games for the N64. Recruit is a multi-faceted company that publishes music and comics as well as a video game magazine.

KEMCO RALLIES

Kemco gave Pak Watch an exclusive look at a demo of Top Gear Rally, an upcoming N64 racing game currently under development. The two minute video tape featured three cars (or two cars and a pickup) and several terrain areas, including a mountain forest with cliffs and tunnels and a desert course at night. Since this was just a demo of the game concept, the final Rally could be quite different. The design docs call for multiple tracks, multiple cars, and weather and tracks that can be customized. The computer graphics demonstrated an incredible mastery of detail and special effects in a 3-D environment, and all of it can be reproduced on the Nintendo 64. We hope to have developmental shots for you soon.

DARK HORSE SHADOWS



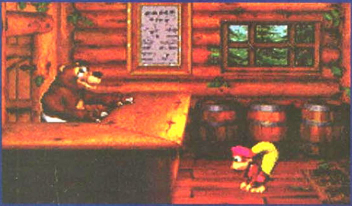
Dark Horse Comics published the first issue of the new Star Wars: Shadows of the Empire comic book series in May. The comic books reveal hidden depths to the story underlying the upcoming Nintendo 64 game including the dark dealings of bounty hunters such as Bobba Fett. Favorite characters from the movie series also make appearances. The time frame of the comics (and game) begins just as the Rebels flee from the frozen world of Hoth. Luke Skywalker, Princess Leia, Darth Vader, R2D2, and C3PO are just some of the characters you'll meet in the comic.

A RAINBOW OF CONTROLLERS

Along with the release of the N64, Nintendo will release separate controllers in a rainbow of Play It Loud colors: yellow, red, green, charcoal, blue and light gray. The manufacturer's suggested price for individual controllers is $29.95. Since multi-player capability is built right into the N64, the variety of controllers makes lots of sense. A carrying case for the controller, N64 Game Paks and Memory Cards will be available for $22 from the Nintendo Power catalog insert packed with the N64 console.

THE BROTHERS BEAR

Help comes in many forms in the world of Donkey Kong Country 3: Dixie's Double Trouble. One of the best forms of help may be found embodied in the 13 Brothers Bear who live in cabins situated throughout the world maps and sub-maps. Each burly bro requires your special attention. For instance, one bear, named Baffle, loves a bamboozling puzzle or a very sad bear named Blue needs cheering up. Rare plans to include lots of diversions in the third DKC game, making the play even more varied and rich than in DKC 2. We'll have more as this game reaches completion.



SCATTERED BITS

- T&E Soft, a long-time publisher of Nintendo games in Japan, has announced that it will be creating a Nintendo 64 action puzzle game called Kwu-ompa. What does Kwu-ompa mean? We asked some native Japanese speakers who laughed and shrugged. Apparently, it doesn't mean anything and we haven't received a detailed description of the game yet. If you've seen a Kwu-ompa in your town, let us know.
- Halfway around the world from Japan, Ocean and Infogrames, two of the largest game companies in Europe, have agreed to merge, which would make the new company one of the largest game publishers in the world. Ocean's U.S. subsidiary is currently developing Mission: Impossible for the N64. Infogrames, most recent titles starred the Smurf characters and were released by I.Motion. What does this union portend for the future? In the short term, Ocean reports an infusion of new development equipment and talent to work on MI. In the future, perhaps we'll see undercover Smurfs cleverly disguised as blue M&Ms.
- Bandai America is looking in two directions for new Super NES games. They are considering releasing classic Super Famicom hits such as Dragon Ball Z—sort of an action RPG title—and starting up a new game division in the U.S. that would release new titles, probably with the use of out-of-house developers. Like several other companies, Bandai sees potential in the still vast Super NES market in North America.

RELEASE FORECAST

Super NES

ARCADE'S GREATEST HITS	FALL '96
BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	FALL '96
COLLEGE FOOTBALL '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3: DIXIE'S DOUBLE TROUBLE	FALL '96
INCANTATION	FALL '96
KIRBY SUPER STAR	FALL '96
THE LOST VIKINGS II	FALL '96
MADDEN FOOTBALL '97	FALL '96
MOJO RISING	FALL '96
MR. DO!	FALL '96
MS. PAC-MAN	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
POWER RANGERS ZEO: BATTLE RACERS	FALL '96
TETRIS ATTACK	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96
WAR 3010: THE REVOLUTION	SUMMER '96

Virtual BOY

BOUND HIGH	FALL '96
DRAGON HOPPER	FALL '96
G-ZERO	FALL '96

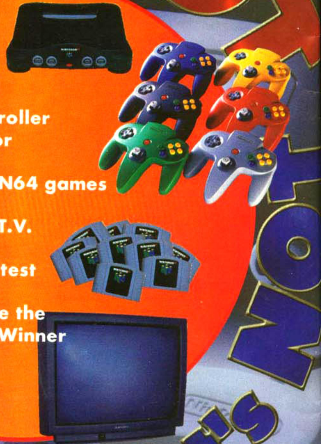
Game BOY

BATTLE ZONE/SUPER BREAKOUT	FALL '96
DIGGER	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG LAND 2: DIDDY'S KONG QUEST	FALL '96
FIFA SOCCER '97	FALL '96
TETRIS ATTACK	FALL '96
URBAN STRIKE	FALL '96

PLAYERS' POLL CONTEST

GRAND PRIZE!

WIN what's HOT



- Nintendo 64
- An N64 controller in every color
- A library of N64 games
- A 35″ Color T.V.
- This N64 contest
- You, if you're the Grand Prize Winner

forget what's NOT

Hot

NOT!

- 32 bits
- 2400 baud modems
- The Library of Congress
- Murder She Wrote
- Other contests, in comparison
- Any lamer who can't fill out the card and drop it in the mail

not not not

SECOND PRIZE

5 Winners

Hot Colors!

Take your pick!

Choose your favorite N64 controller and get an N64 tote bag to carry it in.

Plus

Super Mario 64 CDs or cassettes!

THIRD PRIZE

50 Winners

Nintendo Power T-shirts

Hot tees for cool players

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 86, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

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PLAYER'S POLL VOL. 86
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1996. We are not responsible for lost or misdirected mail. On or about August 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after August 31, 1996.

GRAND PRIZE: The Grand Prize Winner will receive a Nintendo 64, a 35" television, N64 controllers in red, yellow, green, blue, dark charcoal and light gray, and the first ten games available for the Nintendo 64. The winner must provide a written release to NOA. Estimated total value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 87, August 1996

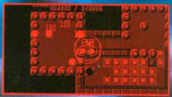
KIRBY SUPER STAR

This month, we gave you a sneak peek at the latest game starring the rotund rosy one. Next month, we'll begin in-depth coverage with the first part of our strategy feature.

Super Mario 64

There's more Mario on the way! In August we'll show you more of the game that blew everyone away at E3, and we'll show you just how different 3-D gaming is going to be.

More on Virtual Boy



Virtual Boy steps into the spotlight in our next issue, with two new titles to show off. Dragon Hopper, a 3-D adventure, and Bound High, a hopping, bopping action game, are virtual winners. See for yourself next month.

Tetris Attack

The onslaught begins in earnest next month, with a complete review of all of the options and play modes that make Tetris Attack such a challenge—and addiction!

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade Classics
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Blackthorne
14. Boogerman
15. The Brainies
16. Breath of Fire II
17. Bust A Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. College Footall '97
22. College Slam
23. Cutthroat Island
24. Demolition Man
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Donkey Kong Country
29. Donkey Kong Country 2
30. Donkey Kong Country 3
31. Doom
32. Dragon: The Bruce Lee Story
33. Dragon View
34. Dragon Warrior VI
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. Final Fantasy II
41. Final Fantasy III
42. Final Fight 3
43. Frank Thomas Big Hurt Baseball
44. Frantic Flea
45. Godzilla: Destroy All Monsters
46. Illusion of Gaia
47. Incantation
48. Indiana Jones' Greatest Adventures
49. Jimmy Houston's Bass Tournament
50. Judge Dredd
51. Jungle Strike
52. Jurassic Park 2
53. Ken Griffey Jr. Presents: MLB
54. Ken Griffey Jr.'s Winning Run
55. Killer Instinct
56. .King Arthur & the Knights of Justice
57. Kirby's Dream Course
58. Kirby Super Star
59. The Legend of Zelda:
    A Link to the Past
60. Lemmings 2
61. The Lion King
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden Football '97
69. Mario Paint
70. The Mask
71. Maui Mallard
72. Mechwarrior 3050
73. Mega Man X
74. Mega Man X2
75. Mega Man X3
76. Mega Man 7
77. Might & Magic III: Isles of Terra
78. Mighty Morphin Rangers: The Movie
79. Mohawk & Headphone Jack
80. Mojo Rising
81. Mortal Kombat
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mutant Chronicles: Doom Troopers
85. NBA Give 'n' Go
86. NBA Jam
88. NBA Jam Tournament Edition
89. NBA Live '95
90. NBA Live '96
91. NFL Quarterback Club '96
92. NHL '96
93. NHL '97
94. NHL Stanley Cup
95. Ninja Gaidan Trilogy
96. Nosferatu
97. Ogre Battle
98. Olympic Summer Games
99. PGA European Tour
100. PGA Tour '96
101. Pinocchio
102. Pitfall: The Mayan Adventure
103. Power Piggs of the Dark Age
104. Power Rangers Zeo: Battle Racers
105. Prehistorik Man
106. Primal Rage
107. P.T.O. II
108. Revolution X
109. Road Rash
110. RoboTrek
111. Samurai Shodown
112. Scooby Doo Mystery
113. Secret of Evermore
114. Secret of Mana
115. SimCity
116. The Smurfs
117. Spawn
118. Spider-Man & Venom: Carnage
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter II Turbo
123. Stunt Race FX
124. Super Bomberman 2
125. Super Mario All-Stars
126. Super Mario Kart
127. Super Mario RPG
128. Super Mario World 2: Yoshi's Island
129. Super Metroid
130. Super Punch-Out!!
131. Super Return of the Jedi
132. Super Street Fighter II
133. Swat Kats
134. Syndicate
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Tiny Toons Wacky Sports
140. Top Gear 3000
141. Toy Story
142. True Lies
143. Ultimate Mortal Kombat 3
144. Uncharted Waters New Horizons
145. Uniracers
146. Urban Strike
147. Waterworld
148. Wario's Woods
149. WeaponLord
150. Winter Gold
151. WWF Raw
152. WWF Wrestlemania:
     The Arcade Game
153. X-Men: Mutant Apocalypse
154. Zanex the Revolution
155. Zoop

Game Boy

156. Aladdin
157. Alien Games
158. Animaniacs
159. Asteroids/Missile Command
160. Batman: The Animated Series
161. Battle Zone/Super Breakout
162. Blues Bros. Jukebox
163. Casino Funpak
164. Centipede/Millipede
165. College Slam
166. Contra: The Alien Wars
167. Cutthroat Island
168. Defender/Joust
169. Desert Strike
170. Donkey Kong
171. DKC2: Diddy's Kong Quest
172. Donkey Kong Land
173. Dr. Mario
174. DragonHeart
175. Earthworm Jim
176. Earthworm Jim 2
177. FIFA Soccer '96
178. Frank Thomas Big Hurt Baseball
179. Galaga/Galaxian
180. The Getaway
181. Judge Dredd
182. Jungle Strike
183. Jurassic Park 2
184. Iron Man X-O MANOWAR
     In Heavy Metal
185. Killer Instinct
186. Kirby's Block Ball
187. Kirby's Dream Land
188. Kirby's Dream Land 2
189. Kirby's Pinball Land
190. Lamborghini American Challenge
191. The Legend of Zelda:
     Link's Awakening
192. The Lion King
193. Madden '96
194. Mario's Picross
195. Mega Man V
196. Metroid II: Return of Samus
197. Monster Max
198. Mortal Kombat II
199. Mortal Kombat 3
200. NBA Jam
201. NBA Jam Tournament Edition
202. NBA Live '96
203. NFL Quarterback Club '96
204. NHL '96
205. Olympic Summer Games
206. PGA Tour Invitational
207. Pocahontas
208. Prehistorik Man
209. Primal Rage
210. Samurai Shodown
211. The Smurfs
212. Space Invaders
213. Star Trek: Generations
214. Street Fighter II
215. Super Mario Land
216. Super Mario Land 2: 6 Golden Coins
217. Super Return of the Jedi
218. Sword of Hope II
219. Tetris
220. Tetris Blast
222. Tetris 2
223. Titus the Fox
224. Toy Story
225. True Lies
226. Urban Strike
227. Vegas Stakes
228. Wario Blast
229. Wario Land: Super Mario Land
230. WWF Raw
231. Zoop

Virtual Boy

232. Bound High
233. Dragon Hopper
234. Galactic Pinball
235. Golf
236. Jack Bros.
237. Mario Clash
238. Mario's Tennis
239. Nester's Funky Bowling
240. Panic Bomber VB
241. Red Alarm
242. TeleroBoxer
243. 3-D Tetris
244. Vertical Force
245. Virtual Fishing
246. Virtual League Baseball
247. Wario Land
248. Waterworld

Other Picks

249. Blast Corps (N64)
250. Body Harvest (N64)
251. Cruis'n USA (N64)
252. Doom (N64)
253. Dragon Quest VI
254. Game Boy Pocket
255. Goldeneye 007 (N64)
256. Killer Instinct (N64)
257. Mission: Impossible (N64)
258. Mortal Kombat Trilogy (N64)
259. Nintendo 64
260. PilotWings 64 (N64)
261. Shadows of the Empire (N64)
262. Super Mario 64 (N64)
263. Turok: The Dinosaur Hunter (N64)
264. Wave Race 64 (N64)
265. X-Band Modem

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (GB), Daffy Duck: The Marvin Missions, Madden '95 (GB).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King, Sports Scene, Wolverine, SeaQuest DSV, Desert Strike: Return to the Gulf (GB). Super Punch-Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (Apr. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Tournament Edition Code Special, Latest News on the N64, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (GB), Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, NU 64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-Line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (April '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Awards Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (June '96): 31 Page N64 Exclusive Game Preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run Trading Strategies, Mohawk & Headphone Jack part two, Toy Story (GB) Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

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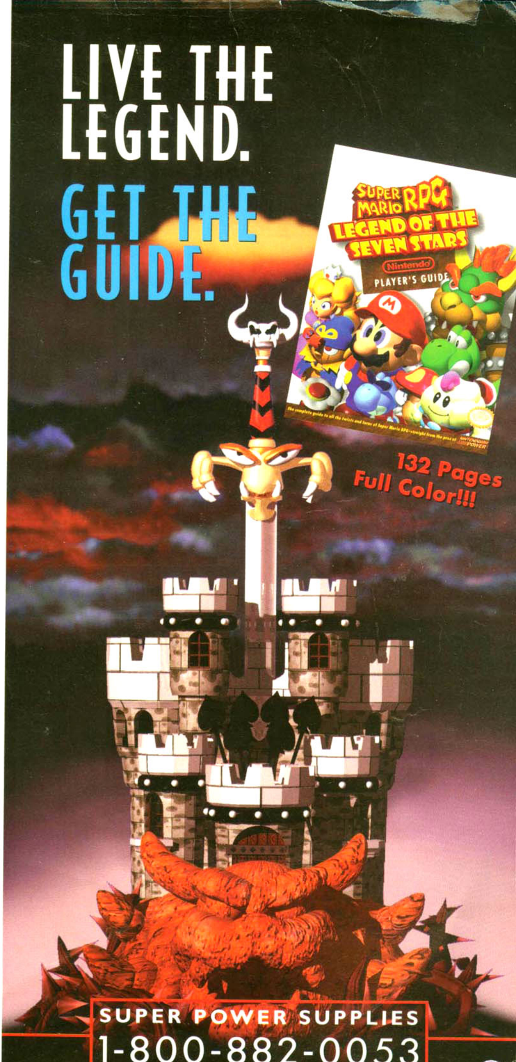

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